

The  
KNOTTY  
WORKS



Advancing with Glass  
**THE VIGILANTE**

**DATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



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# ADVANCING WITH CLASS

## THE VIGILANTE

Designed, Developed, and Edited by John Buckley  
The Knotty-Works



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## Vigilantes by Any Other Name

The following archetypes are built upon the Vigilante class presented in Paizo's *Ultimate Intrigue*™. While the base class offers two viable paths between the avenger and the stalker, those that wear the mask to take up their own causes may take a plethora of routes as they rise in power and determination to continue the fight. Below are several new archetypes designed to allow the vigilante to take the path that best fits their nature and goals as they pursue that which drives their passions.

### THE AWRDEWIN

Magically fueled passions empower the awrdewin, and drive her to attack those that oppose her cause from the shadows while donning her true mask in the light of their ignorant presence. She hides the true nature of her bloodline while mixing with those she truly loathes in order to manifest her powers when they least expect it.

#### CLASS SKILLS

The awrdewin gains **Knowledge** (arcana), **Knowledge** (planes), and **Spellcraft** to his list of class skills. However, he loses **Disable Device**, **Knowledge** (engineering), **Survival**, and **Swim** as class skills.

The awrdewin only gains 4 + her Intelligence modifier skill ranks per level.

This alters the vigilante's class skills.

### WEAPON AND ARMOR PROFICIENCY

The Awdewin is proficient with simple weapons and three martial weapons of his choosing. Once selected, the martial weapons may not be changed.

She is not proficient with any type of armor or shield. If the Awdewin wears any type of armor or carries a shield, she suffers a chance of arcane spell failure for any spell cast with a somatic component.

### SPELLS

The awrdewin casts arcane spells from the **Sorcerer/Wizard** spell list, gaining a number of spell slots per day as listed on the Awdewin Spells per Day table. She does

not have to prepare her spells ahead of time, but the awrdewin is limited in the number of spells she knows as listed in the Awdewin Spells Known table. The awrdewin must have a Charisma of 10 + the spell level in order to be able to learn and cast the spell. Any DCs associated with spells she casts are determined by 10 + the spell's level + the awrdewin's Charisma modifier.

The awrdewin may choose to replace an existing known spell for a new one for another spell of the same or lesser level once she reaches 4<sup>th</sup> level, and every three levels thereafter. She may only swap one spell out when she qualifies for the exchange.

The awrdewin also gains access to cantrips (0-level spells) as listed on the Awdewin Spells Known table, and she may cast these as desired without expending a spell slot.

This ability replaces the vigilante talents gained at 4<sup>th</sup>, 8<sup>th</sup>, 12<sup>th</sup>, and 16<sup>th</sup> level.

The awrdewin also gains the eschew materials feat at 1<sup>st</sup> level, replacing the social talent gained at 1<sup>st</sup> level.

### BLOODLINE

The awrdewin must choose a sorcerer bloodline at 1<sup>st</sup> level. She gains the bloodline power gained at 1<sup>st</sup> level.

Awdewin Spells Per day

Spells Per Day By Level						
Level	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>
1	1	—	—	—	—	—
2	2	—	—	—	—	—
3	3	—	—	—	—	—
4	3	1	—	—	—	—
5	4	2	—	—	—	—
6	4	3	—	—	—	—
7	4	3	1	—	—	—
8	4	4	2	—	—	—
9	5	4	3	—	—	—
10	5	4	3	1	—	—
11	5	4	4	2	—	—
12	5	5	4	3	—	—
13	5	5	4	3	1	—
14	5	5	4	4	2	—
15	5	5	5	4	3	—
16	5	5	5	4	3	1
17	5	5	5	4	4	2
18	5	5	5	5	4	3
19	5	5	5	5	5	4
20	5	5	5	5	5	5





She gains the additional bloodline powers as granted to the sorcerer at 3<sup>rd</sup>, 9<sup>th</sup>, 15<sup>th</sup>, and 20<sup>th</sup> level.

The awrdewin does not gain the bloodline class skill or the bloodline bonus feats (see awrdewin talents below). She does gain bonus bloodline spells but at a different progression than a sorcerer. The awrdewin gains the first level bonus spell at 3<sup>rd</sup> level, the second level spell at 6<sup>th</sup> level, the third level spell at 9<sup>th</sup> level, the fourth level spell at 12<sup>th</sup> level, the fifth level spell at 15<sup>th</sup> level, and the sixth level spell at 18<sup>th</sup> level.

This ability replaces the Vigilante Specialization, Startling Appearance, Frightening Appearance, Stunning Appearance, and Vengeance Strike class features.

## AWRDEWIN TALENTS

The awrdewin gains access to the following talents that she may choose in place of a vigilante talent.

### BLOODLINE

#### FEAT

The awrdewin may choose one bloodline feat as a bonus feat. She must meet any prerequisites before she chooses the feat. The awrdewin must be at least 6<sup>th</sup> level before she may choose this talent. She may choose this talent again at 14<sup>th</sup> level and 20<sup>th</sup> level.

#### METAMAGICRY

The awrdewin may choose one metamagic feat as a bonus feat. She must meet any prerequisites for the feat chosen.

#### Awrdewin Spells Known

Level	0	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>
1	4	2	—	—	—	—	—
2	5	3	—	—	—	—	—
3	6	4	—	—	—	—	—
4	6	4	2	—	—	—	—
5	6	4	3	—	—	—	—
6	6	4	4	—	—	—	—
7	6	5	4	2	—	—	—
8	6	5	4	3	—	—	—
9	6	5	4	4	—	—	—
10	6	5	5	4	2	—	—
11	6	6	5	4	3	—	—
12	6	6	5	4	4	—	—
13	6	6	5	5	4	2	—
14	6	6	6	5	4	3	—
15	6	6	6	5	4	4	—
16	6	6	6	5	5	4	2
17	6	6	6	6	5	4	3
18	6	6	6	6	5	4	4
19	6	6	6	6	5	5	4
20	6	6	6	6	6	5	5

### QUICK METAMAGICRY (Ex)

The awrdewin may apply the metamagic effect of the feat chosen with the metamagicry talent to any spell she casts without increasing the casting time. The effective spell level is still modified by the metamagic feat. The awrdewin must have the metamagicry talent and be at least 10<sup>th</sup> level before she may choose this talent.

### UNDETERRED (Ex)

The awrdewin may take a move action to gain a +4 circumstance bonus to any concentration checks made while casting defensively. The awrdewin must be at least 6<sup>th</sup> level before she may choose this talent.



## THE FERAL

The feral relies on his physical acumen to deal with nearly any situation he encounters while taking up his cause as a masked vigilante, channeling his bestial side regardless of the situation.

### ALIGNMENT

The feral's alignment for his vigilante identity cannot be lawful. However, his societal identity may be lawful, though the rules of alignment relation still applies for the feral vigilante and his societal identity and vigilante identity must be within one step of each other.

If the feral's vigilante alignment takes on the lawful component, he loses access to his rage ability and any other abilities related such as rage powers taken in place of vigilante talents.

### CLASS SKILLS

The feral gains **Handle Animal** and **Knowledge** (nature) as class skills, but loses **Knowledge**(dungeoneering) and **Knowledge** (engineering).

This alters the vigilantes normal class skills.

### RAGE

The feral gains the ability to rage for a number of rounds equal to his 4 + Constitution modifier per day at 1st level, plus an additional two rounds each class level thereafter. Temporary magical and supernatural effects that may increase the brute's Constitution do not increase the total number of daily uses of his rage. The feral may enter or end a rage as a **free action**, though he is **fatigued** for a number of rounds equal to twice the duration of his rage. The feral may not enter a rage while **fatigued**, **exhausted**, **helpless**, or **unconscious**. The feral's rage immediately ends when he falls **unconscious**. The feral regains his allotment of rage each day after getting 8 hours of rest, though they need not be consecutive.

The feral gains a +4 **morale bonus** to his Strength and Constitution and a +4 **morale bonus** to Will saves. However, the rage costs the feral a -2 penalty to his AC. The feral's increased Constitution also grants him +2 hit points per character level, though these are not temporary

and are deducted from the feral's hit point total once he ends the rage. The feral may not use any Charisma, Dexterity, or Intelligence based skills while in rage other than **Acrobatics**, **Fly**, **Intimidate**, and **Ride**.

The feral's rage is treated as the barbarian's rage in regards to any feats or other class feature dependent abilities that require rage.

This ability replaces the vigilante specialization.

### TACTLESS

The Feral cannot chose the following social talents while in his secret identity as his bestial nature drives his very being.

Feign **Innocence**, **Gossip Collector**, **In Vogue**, **Instant Recognition**, and **Social Grace**.

### FERAL TALENTS

The feral may choose any vigilante talent normally restricted to the avenger specialization. In addition, the feral may choose rage powers from the barbarian class in place of a normal vigilante talent, treating ½ his Feral class level as his effective barbarian level. The feral may choose more than one barbarian rage power, but is limited to one every four class levels.

### GREATER RAGE (EX)

The feral's rage gains potency, granting him a total +6 **morale bonus** to his Strength and Constitution and a total +3 **morale bonus** to his Wisdom. The feral must be at least 12<sup>th</sup> level before he may choose this vigilante talent.

### LINGERING RAGE (EX)

When the feral chooses to end his rage, instead of immediately losing the morale bonuses, the bonuses drop by 2 points each round and he does not become **fatigued** until all of the bonuses have been removed. The first 2 points are immediately lost, and then another 2 points are removed at the beginning of his turn each round thereafter, at which point he gains the **fatigued** condition, though the AC penalty still applies until the morale bonuses granted by the rage have been completely removed. Rounds spent with the reduced moral bonuses do not count against the total number of rounds the feral may rage per day. The



feral must be at least 10<sup>th</sup> level before he may choose this vigilante talent.

### **UNWEARYING RAGE (Ex)**

The feral does not become fatigued when he ends his rage. He must be at least 18<sup>th</sup> level before he may choose this vigilante talent.

### **FERAL RAGE**

At 20<sup>th</sup> level, the feral gains a +8 morale bonus to his Strength and Constitution and a +4 morale bonus to his Will saves while raging.

This feature replaces the vigilante's Vengeance Strike class feature.





## THE FIST OF FURY

Mastering oneself is the only true weapon that can be relied on when facing impossible odds. The fist of fury spent years of his life in intense training to harden both his mind and body for the ordeal of taking on that cause which drives him beyond his own mortal limits.

### ALIGNMENT

The fist of fury's alignment for his vigilante identity must include a lawful aspect. However, his societal identity may fall within any part of the alignment axis, though the rules of alignment relation still applies for the fist of fury vigilante and his societal identity and vigilante identity must be within one step of each other.

If the fist of fury's vigilante alignment takes on a non-lawful component, he loses access to his blazing fists feature and any vigilante talents that affect his blazing fists ability.

### WEAPON AND ARMOR PROFICIENCY

The Fist of Fury is proficient with simple weapons and gains the **Improved Unarmed Strike** as a bonus feat. He is also proficient with any weapon with the monk special property.

The Fist of Fury is not proficient with any type of armor or shield. If he wears armor or carries a medium or heavy load, the fist of fury loses access to his blazing fists feature and any vigilante talents that affect his blazing fists ability.

The fist of fury's weapon and armor proficiencies replace those normally granted to the vigilante.

### BLAZING FISTS (Ex)

The fist of fury begins with the ability to strike rapidly with his unarmed attacks as a full-attack action, making an additional attack with a -2 penalty to each attack. He is treated as having the **Two-Weapon Fighting** feat while making unarmed attacks or using a light, one-handed, or double weapon designated with the monk special property.

The fist of fury uses his class level rather than his base attack bonus when using his blazing fists, though for all

other purposes including feat requirements, the fist of fury uses his normal base attack bonus.

While using the blazing fist ability, the fist of fury applies his full Strength modifier to each attack, regardless of what is being used for the attack. The fist of fury may attack with any part of his body while making an unarmed strike and may even attack while his hands are full. In addition, the fist of fury's unarmed strikes are treated as both manufactured weapons and natural attacks for purposes of magical enhancements. However, the fist of fury may not use natural attacks as part of his blazing fist attack other than his normal unarmed attacks.

At 8<sup>th</sup> level, the fist of fury may make two additional attacks using his blazing fists as if he had the **Improved Two-Weapon Fighting** feat. At 16<sup>th</sup> level, the fist of fury may make three additional attacks with his blazing fists as if he had the **Greater Two-Weapon Fighting** feat.

This ability replaces the vigilante specialization class feature and the vigilante talents at 8<sup>th</sup> and 16<sup>th</sup> level.

### FURIOUS TALENTS

The fist of fury may choose the following talents in place of vigilante talents. The fist of fury is not considered an avenger or stalker in regards to any of the normal vigilante talents. In addition, he may not choose from the following vigilante talents: **Armor Skin**, **Lethal Grace**, **Returning Weapon**, **Shadow's Speed**, **Shield of Fury**, and **Unexpected Strike**.

### DEBILITATING FIST (Ex)

The fist of fury must have the **Stunning Fist** talent before he may choose this one.

The fist of fury may choose to cause an opponent to become **fatigued** or **sickened** for a number of rounds equal to ½ the fist of fury's class level rather than stunning them with his unarmed attack. Using this talent consumes one use of the fist of fury's daily **Stunning Fist** talent. Those successfully struck by fist of fury with a condition granted this talent are allowed a **Fortitude** save to avoid its effects, using the same DC as the **Stunning Fist** talent.







### **PENETRATING STRIKES (Ex)**

The fist of fury treats his unarmed attacks or any attacks made with his blazing fist ability as magic for purposes of overcoming **damage reduction**. At 10<sup>th</sup> level, his unarmed attacks and blazing fist strikes are treated as cold iron and silver. And at 16<sup>th</sup> level, the fist of fury's unarmed attacks and blazing fist strikes are treated as lawful while he is using his vigilante identity.

The fist of fury must be at least 4<sup>th</sup> level before he may choose this talent.

### **QUICKENED PACE (Ex)**

The fist of fury gains a +10 ft. **enhancement bonus** to base land speed as long as he isn't wearing armor or carrying a medium or large load. This bonus increases by +10 ft. at 6<sup>th</sup> level and every three levels thereafter (maximum of +60 ft. at 18<sup>th</sup> level).

### **RECUPERATING MEDITATION (Su)**

The fist of fury may spend a **full round action** to center himself and heal damage suffered or remove a debilitating condition. Meditating in this fashion does provoke **attacks of opportunity**, but the fist of fury may either heal himself an amount of damage equal to his class level or shake off any and all harmful effects of poisons or diseases (including magical varieties). When using this talent to remove the effects of a poison or disease, both the cause and any negative effects are immediately lost once the fist of fury completes the meditation.

The fist of fury must be at least 10<sup>th</sup> level before he may choose this furious talent, and he may only use it a number of times per day equal to his Charisma modifier (minimum of 1). The fist of fury may choose this talent more than once, adding two additional uses per day each time it is taken.

### **STUNNING FIST (Ex)**

The fist of fury gains **Stunning Fist** as a bonus feat. He is treated as a monk in regards to the number of attacks per day he may apply the stunning fist, gaining one use per class level. The DC for the **Fortitude** save against the fist of fury's stunning fist is equal to 10 + ½ his character level + his Wisdom modifier).

### **VIGILANT DEFENSE (Ex)**

The fist of fury adds his Wisdom modifier (minimum of +0) to his **AC** and **CMD**. At 4<sup>th</sup> level and every four levels thereafter, he adds another +1 to his **AC** and **CMD** to a maximum of +5 (not including his Wisdom modifier) at 20<sup>th</sup> level.

This bonus applies both to his touch and flat-footed **AC** and **CMD** unless the fist of fury is **helpless** or **unconscious**, wearing any type of armor or shield, or carrying a medium or heavy load.

### **LEGEND OF FURY (Su)**

At 20<sup>th</sup> level, the fist of fury becomes a magical creature, treated as an outsider (native) for purposes of spells and magical effect. He gains **damage reduction** 10/chaos and he no longer suffers any off-hand penalties made while using his blazing fist ability. As a native subtype of the outsider type, the monk may still be brought back from the dead as his previous type.

If the fist of fury gains the penetrating strike talent if he didn't already possess it. If the fist of fury already possesses the penetrating strike talent, his unarmed attacks and blazing fists strikes are treated as adamantite for purposes of **damage reduction** and hardness.



## THE GREEN HOOD

The anger that burns within drives the green hood to hunt down those that transgress against him. Understanding that by only truly understanding your enemy is the best, most efficient means of hunting down those that oppose you is the mantra of the green hood, and he takes to heart the methodology of pursuit and taking down his enemies above all else.

### CLASS SKILLS

The green hood gains **Handle Animal** and **Knowledge (nature)** as class skills. However, **Disable Device** and **Sleight of Hand** skills are no longer considered class skills for him.

This modifies the vigilante's class skill list.

### TRUE FOE (Ex)

Beginning at 1<sup>st</sup> level, the green hood chooses one type of creature (these may be selected from the Ranger Favored Enemies table), gaining a +2 bonus to skill checks involving **Bluff**, **Knowledge**, **Perception**, **Sense Motive**, and **Survival** for that type. He also gains a +2 bonus on weapon attacks and damage while attacking such creatures. The green hood may make **Knowledge** skill checks untrained when dealing with the chosen creature type.

At 5<sup>th</sup> level and every five levels thereafter the green hood may choose another type of creature to designate as a true foe. He also may choose a previously chosen true foe to increase the bonuses granted by another +2.

If the green hood chooses humanoids or outsiders as his true foe, he must choose a subtype as well.

This ability replaces the Vigilante Specialization class feature.

### GREEN HOOD TALENTS

The green hood gains access to the following additional vigilante talents. The green hood may choose **Blind Spot**, **Evasive**, **Hide in Plain Sight**, and **Stalker Sense**, even though he does not have the Stalker vigilante specialization.



### HUNTER'S BOON (Ex)

The green hood focuses on a specific type of weapon above all others. When the green hunter chooses this talent, he must choose one type of weapon style. He then may choose from a list of feats that he gains as a bonus feat. The green hood does not have to meet any ability score or base attack bonus prerequisites for the feat, but any other prerequisites must still be met.

The green hood may choose this talent more than once, but must choose a different feat within the initially chosen weapon style and any level dependent requirements listed as well.

### ARCHERY

**Far Shot**, **Focused Shot**, **Point-Blank Shot**, **Precise Shot**, and **Rapid Shot**.

Once the green hood reaches 6<sup>th</sup> level, he may also choose from **Improved Precise Shot**, **Manyslot**, **Parting Shot**, and **Point Blank Master**.



Once the green hood reaches 10<sup>th</sup> level, she may also choose from Pinpoint Targeting and Shot on the Run.

#### **CROSSBOW**

Deadly Aim, Focused Shot, Precise Shot, and Rapid Reload.

The green hood may also choose from Crossbow Mastery and Improved Precise Shot at 6<sup>th</sup> level.

At 10<sup>th</sup> level, the green hood also adds Pinpoint Targeting and Shot on the Run.

#### **DECEPTIVE**

Combat Expertise, Disengaging Feint, Improved Feint, and Two-Weapon Feint.

At 6<sup>th</sup> level, the green hood may also choose from Greater Feint and Misdirection Tactics.

At 10<sup>th</sup> level, he may choose from Disengaging Shot and Passing Trick as well.

#### **DUAL WIELDER**

Double Slice, Quick Draw, Two-Weapon Feint, and Two-Weapon Fighting.

At 6<sup>th</sup> level, the green hood adds Improved Two-Weapon Fighting and Two-Weapon Defense to his list.

At 10<sup>th</sup> level, the green hood adds Greater Two-Weapon Fighting and Two-Weapon Rend to his list.

#### **MENACING**

Dazzling Display, Enforcer, Gory Finish, and Intimidating Prowess.

The green hood adds Martial Dominance and Shatter Defenses at 6<sup>th</sup> level.

At 10<sup>th</sup> level, the green hood also adds Dreadful Carnage and Improved Critical to his list.

#### **SWORDMASTER**

The green hood must choose a sword for any feats that require a specific weapon. He is treated as a fighter equal to his class level for any feat prerequisites.

Dazzling Display, Quick Draw, Weapon Focus, and Weapon Specialization.

At 8<sup>th</sup> level, the green hood adds Greater Weapon Focus and Shatter Defenses to his list.

At 12<sup>th</sup> level, the green hood adds Greater Weapon Specialization and Penetrating Strike to his list.

#### **THROWN**

Distance Thrower, Precise Shot, Quick Draw, and Two-Weapon Fighting.

At 6<sup>th</sup> level, the green hood may also choose from Close-Quarters Thrower and False Opening.

At 10<sup>th</sup> level, the green hood adds Pinpoint Targeting and Shot on the Run as well.

#### **TWO-HANDED WEAPON**

Cleave, Power Attack, Pushing Assault, and Shield of Swings.

At 6<sup>th</sup> level, the green hood may also choose from Furious Focus and Great Cleave.

The green hood may also choose from Dreadful Carnage and Improved Sunder at 10<sup>th</sup> level.

#### **TRACKING EXPERT (Ex)**

The green hood adds half his class level to Survival skill checks made to follow tracks. If the green hood is at least 8<sup>th</sup> level, the penalties for tracking while moving at his normal movement rate or faster is reduced by half.

#### **TRUE COMPANION (Ex)**

At 5<sup>th</sup> level, the green hood may choose to either attract an animal companion or grant a designated ally some of the benefits of his true foe ability.

If the green hood chooses to attract an animal companion, the animal cannot be larger in size than the green hood and native to the location in which the green hood wishes to create the bond. The animal companion is identical to the druid's animal companion feature, though the green hood's effective druid level for determining the animals abilities is equal to his own level - 4. The animal companion gains all of the same bonuses to those creatures chosen for the green hood's true foe ability.

The green hood may release an animal companion as desired, but choosing another companion requires an uninterrupted ceremony spent in bonding with the new



animal. The green hood may also use this ceremony to replace a companion that was lost or perished as well.

If the green hood chooses to grant the benefits of his True Foe ability to an ally, he must spend an hour at the beginning of the day with the ally to share his knowledge and skills while dealing with such foes. The green hood chooses one type of enemy, and — as long as the ally has sight of the green hood — the ally gains the full bonus to the **Bluff**, **Knowledge**, **Perception**, **Sense Motive**, and **Survival** skills as well as attack and damage rolls against such creatures. The ally may not make untrained knowledge skill checks though. The green hood may choose a different ally and/or a different creature type each time he grants this ability to another.

This ability replaces the vigilante's Stunning Appearance class feature.

### UNRELENTING FOE (Ex)

At 11<sup>th</sup> level, the green hood may choose one target whose type marks it as a true foe as a **standard action**. While tracking the chosen target, the green hood can take 10 on all **Survival** checks while moving at his normal movement rate without any penalties. He also gains a +2 **insight bonus** on all attacks made against the chosen target, and any critical strikes are automatically confirmed.

The green hood may only designate one opponent as his chosen target at a time, though he can dismiss it as a **free action**. The effect also wears off after 24 hours. If the green hood captures, defeats, or is given proof of the chosen target's death or defeat, he may choose another target after a period of 1 hour. Otherwise, the green hood may only use this ability once per day.

This ability replaces the vigilante's Frightening Appearance.

### HOME GROUND (Ex)

At 17<sup>th</sup> level, the green hood may choose one type of terrain (see the Ranger **Favored Terrain** table). He gains a bonus equal to  $\frac{1}{2}$  his class level to any initiative checks and skill checks involving **Knowledge** (geography), **Perception**, **Stealth**, and **Survival** while within that type of terrain.

If the green hood has an **animal companion**, it gains the same bonuses to initiative and skills checks involving the skills listed above. If the green hood is benefiting an ally with his true foe ability, the ally gains the same bonus to the skills listed and an initiative bonus equal to  $\frac{1}{4}$  the green hood's class level.

This ability replaces the green hood's Stunning Appearance class feature.

### FOE TERROR (Ex)

At 20<sup>th</sup> level, the green hood may move at his full speed while using **Survival** to follow tracks without penalty. When attacking a creature designated as a true foe, the green hood automatically confirms critical strikes.

Once a day, the green hood may strike an opponent designated as a true foe as a **standard action**. If the attack hit, the opponent must make a **Fortitude** save (DC equal to  $10 + \frac{1}{2}$  the green hood's class level + his Wisdom modifier) or be reduced to -1 hit points. Creatures without a Constitution score are destroyed, while those with a Constitution score begin the process of dying.

This ability replaces the vigilante's Vengeance Strike class feature.



## THE SAGHAS

The vitality of nature must be protected from the follies and trespass of man. The saghas takes up that fight, willingly entrenched in the battle while blending in with those that would encroach upon the boundaries of nature.

### ALIGNMENT

The saghas' alignment for her vigilante identity must include a neutral aspect. However, her societal identity may fall within any of the alignment axis, though the rules of alignment relation still applies for the saghas vigilante and her societal identity and vigilante identity must be within one step of each other.

If the saghas' vigilante alignment takes on a non-neutral component, she loses access to her nature's blessing.

### CLASS SKILLS

The saghas gains the following class skills: **Handle Animal**, **Knowledge** (geography), and **Knowledge** (nature). She loses **Disable Device**, **Knowledge** (dungeoneering), and **Knowledge** (engineering).

This alters the class skills granted the vigilante.

### WEAPON AND ARMOR PROFICIENCY

The saghas is only proficient simple weapons, light martial weapons, bola, khopesh, scythe, and whip.

If the saghas wears metal armor, she loses her nature's blessing and any spell-like vigilante talents specifically tied to the saghas archetype for 24 hours. Organic armor altered by magic or other means to give it a steel-like hardness may be worn without any issues. The same restriction applies to shields.

This alters the vigilante's normal weapon and armor proficiency.

### NATURE'S BLESSING

The saghas gains the ability to cast druid spells, preparing her spells from the druid spell list by meditating an hour before assuming her vigilante identity. She must have a Wisdom of 10 + the spell level in order to be able to prepare and cast the spell, and the number of spells she

may cast per day is based on her class level as defined by the Saghas Spells Per day table. The DC of any spell cast by the saghas is equal to 10 + the spell level + the saghas' Wisdom modifier.

The saghas does not gain access to the druid's orisons (0-level spells) by default, but she may prepare two orisons in place of one first level spell slot. Orisons gained in this manner may be cast without expending the slot.

This ability replaces the vigilante's Vigilante Specialization class feature as well as the vigilante talents gained at 4<sup>th</sup>, 8<sup>th</sup>, 12<sup>th</sup>, and 16<sup>th</sup> level.

### SAGHAS TALENTS

The saghas gains access to the following additional vigilante talents.

#### NATURE'S PATH (EX)

The saghas may pass through any natural environment without leaving any sort of trail and cannot be tracked unless she purposely leaves clues of her passing. In addition, she may move through any sort of natural undergrowth at her normal speed without taking any damage or suffering environmental effects. Magically overgrown areas that impede movement or cause trespassers damage will affect the saghas normally.

#### WILD EMPATHY (EX)

The saghas is adept at empathizing with animals and may attempt to improve the attitude of an animal similar to the use of **Diplomacy** with humanoids. The saghas may attempt to improve the animal's reaction to the saghas by rolling 1d20 + her class level + her Charisma modifier. Domestic animals are considered indifferent while wild animals are treated as unfriendly. The saghas may also attempt to empathize with magical beasts that have an Intelligence of 1 or 2, though at a -4 penalty.

Use of this talent requires the saghas and the creature have the ability to observe and interact with the other within 30 ft. under normal conditions. The same general principals of **Diplomacy** apply, typically taking at least 1 minute to influence the creature, though occasions and situations may arise where this is longer or shorter.







## WILD SHAPE (SU)

At 5<sup>th</sup> level, the saghas may turn herself into a small or medium sized animal as the *Beast Shape I* spell once per day. The change of forms requires a **standard action** that doesn't provoke **attacks of opportunity**, but the saghas must be familiar with the animal form chosen.

The effect lasts for 1 hour per level of the saghas and she loses the ability to speak while in animal form, though she can communicate with other animals of the same general species or genus. If the saghas attempts to change into an animal while in her social identity, she must make a **Disguise** check versus the **Perception** of onlookers (the +20 **circumstance bonus** for seamless guise is not granted in this case) or they may realize the saghas is more than she seems and possibly discover the connection between the saghas' social and vigilante identities.

The saghas gains one additional use of this ability per day at 8<sup>th</sup> level and every three levels thereafter. Once the saghas reaches 20<sup>th</sup> level, the saghas may change her form at will.

At 11<sup>th</sup> level, the saghas may take on the form of a large or tiny animal as the *Beast Shape II* spell. At 17<sup>th</sup> level, the saghas may take on the form of a huge or diminutive animal as the *Beast Shape III* spell.

This class feature replaces the vigilante's Startling Appearance, Frightening Appearance, and Stunning Appearance class features.

Saghas Spells Per Day

Level	Spell Level					
	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>
1 <sup>st</sup>	1	—	—	—	—	—
2 <sup>nd</sup>	2	—	—	—	—	—
3 <sup>rd</sup>	3	—	—	—	—	—
4 <sup>th</sup>	3	1	—	—	—	—
5 <sup>th</sup>	4	2	—	—	—	—
6 <sup>th</sup>	4	3	—	—	—	—
7 <sup>th</sup>	4	3	1	—	—	—
8 <sup>th</sup>	4	4	2	—	—	—
9 <sup>th</sup>	5	4	3	—	—	—
10 <sup>th</sup>	5	4	3	1	—	—
11 <sup>th</sup>	5	4	4	2	—	—
12 <sup>th</sup>	5	5	4	3	—	—
13 <sup>th</sup>	5	5	4	3	1	—
14 <sup>th</sup>	5	5	4	4	2	—
15 <sup>th</sup>	5	5	5	4	3	—
16 <sup>th</sup>	5	5	5	4	3	1
17 <sup>th</sup>	5	5	5	4	4	2
18 <sup>th</sup>	5	5	5	5	4	3
19 <sup>th</sup>	5	5	5	5	5	4
20 <sup>th</sup>	5	5	5	5	5	5



## THE SATIRIST

Witty banter is considered the mark of a great masked crusader. The satirist takes this feature to the next level, nearly enjoying decimating his opponent with word and song just as much as any physical attacks she may land.

### SATIRIC PERFORMANCE

The satirist may perform a satiric performance a total number of rounds per day equal to 4 + her Charisma modifier at 1<sup>st</sup> level, gaining two additional rounds each class level thereafter. Beginning a satiric performance requires a **standard action**, but the satirist may continue it each round thereafter as a **free action**. However, if the satirist chooses to change the effect of the satiric performance, it requires a **standard action**. The satiric performance automatically ends at the beginning of her turn if the satirist chooses to not continue performing.

The satiric performance must have at least audible or visual components (or both) and the targets of the effect must be able to see or hear (depending on the component(s) used) to be affected by the performance. If the satirist is deaf, she has a 20% chance of failing to successfully use a satiric performance with an audible component. If the satirist is blind, she has a 50% chance of failing to successfully use a satiric performance with a visual component. Any failed attempts still count against the total number of rounds the satirist may use the satiric performance per day.

Many of the satirist's performance abilities rely on language, and creatures that do not understand the satirist for such performances are not affected. Any saving throws granted from the satirist's satiric performance has a DC equal to 10 + ½ the satirist's class level + her Charisma modifier.

The Satiric Performance ability replaces the vigilante specialization.

At 1<sup>st</sup> level, the satirist may use her satiric performance to gain the following effects.

### AROUSING BANTER (Su)

The satirist may use her skills of wits and wile to grant her allies (as well as herself) a +1 **morale bonus** on saving throws versus **charm** and fear based effects and a +1 **competence bonus** on attack and damage rolls. This bonus increases by +1 at 6<sup>th</sup> level and for every six class levels possessed by the satirist (maximum of +4 at 18<sup>th</sup> level). This is a mind-affecting effect that includes both audible language based and visual components.

### DISTRACTING BANTER (Su)

The satirist may use this performance to cause opponents within 30 ft. to become distracted by the satirist's speech or antics. Opponents within 30 ft. of the satirist must make a **Will** save when the satirist begins this performance or when they first come within 30 ft. of the satirist while using this performance. If an opponent fails the save, it suffers a -1 penalty to attack rolls and any skill or ability checks. If an opponent successfully makes its **Will** save, it is immune to the satirist's distracting banner performance for 24 hours. This penalty increases by -1 at 5<sup>th</sup> level and every five class levels possessed by the satirist (maximum of -5 at 20<sup>th</sup> level). This is a mind-affecting effect.

Distracting banner has an audible language dependent component.

### QUIBBLING COUNTER (Su)

The satirist may attempt to counter any magical or mundane effect based on language or sound, making a perform skill check that relies on sound. Any creature within 30 ft of the satirist (including herself) that is affected by a sonic or language dependent effect may use the satirist's **Perform** skill check result in place of its saving throw or the DC required to affect the target (such as the **Intimidate** skill's demoralize effect) if the saving throw failed or the DC was lower than the satirist's **Perform** skill check. If anyone within range is already under the effect of a sonic or language based effect are allowed another saving throw, though it must use the satirist's **Perform** skill check result. Magical effects that do not grant a saving throw are not affected by this performance.

Quibbling counter has an audible language dependent component.



## SATIRIC TALENTS

The satirist gains access to the following vigilante talents. In addition, the satirist may choose any the following bardic performances in place of a vigilante talent: Inspire Competence, Inspire Greatness, Frightening Tune, and Inspire Heroics, and Deadly Performance. The satirist treats her class level as her effective bard level in regards to when a bardic performance may be chosen.

### CAUSTIC TAUNT (Su)

The satirist may attempt to cause all opponents within 30 ft. to focus their attention on her rather than any allies using this satiric performance. Each round it is used, opponents within range must make a **Will** save or be forced to attack or attempt to reach the satirist that round (though they are not mindless and may use any tactics available to it to protect itself in the process). Opponents affected by this performance also suffer a -2 penalty to any perception checks involving anything other than that satirist. This is a mind-affecting effect.

Those affected by this performance are allowed a new saving throw each round while the satirist continues performing it. Once an opponent successfully makes its save, it is immune to this performance from the satirist for 24 hours.

This performance includes both visual and audible language dependent components. The satirist must be at least 6<sup>th</sup> level before she may choose this vigilante talent.

### STUNNING REBUFF (Su)

The satirist may use her satiric performance to stun one opponent within 30 ft. The target of the effect is allowed a **Will** save to initially avoid the effect, and even if the target makes it save, it is still dazed for 1 round. The satirist may maintain this effect on the same target each round (though it is allowed a new **Will** save at the beginning of its turn each round) or choose to effect another target, immediately ending the effect on the previous target. A target that successfully makes its save is immune to any further attempts by the satirist for 24 hours. This is a mind-affecting effect.

This performance has an audible language dependent component. The satirist must be at least 14<sup>th</sup> level before she may choose this vigilante talent.

### TUNED OUT (Ex)

The satirist gains a +4 bonus to any saving throws versus sound based effects including bardic performances, sonic energy attacks, and magic that is language dependent.

### VERSATILE TALENT (Ex)

The satirist may choose one type of **Perform** skill and use her bonus for her **Perform** skill in place of other associated skills, regardless of whether or not she has ranks in the associated skills.

The satirist may take this vigilante talent once for every six class levels possessed by the satirist.

#### Versatile Performance Skills

Perform Skill	Associated Skills
Act	Bluff, Disguise
Comedy	Bluff, Intimidate
Dance	Acrobatics, Fly
Keyboard	Diplomacy, Intimidate
Oratory	Diplomacy, Sense Motive
Percussion	Handle Animal, Intimidate
Sing	Bluff, Sense Motive
String	Bluff, Diplomacy
Wnd	Diplomacy, Handle Animal

### SATIRE'S WIT (Ex)

Starting at 3<sup>rd</sup> level, the satirist adds his class level to and **Sense Motive** skill checks when someone attempts to bluff him (including for the purposes of a feint).

This replaces the vigilante's Unshakable class feature.

### SPEECHLESS (Sp)

At 5<sup>th</sup> level, the satirist deliver a vicious tirade of confusing speech as a **standard action** that consumes two rounds of his satiric performance. All opponents within 30 ft. to become **dazed** until the beginning of his next turn as a **standard action** unless they succeed a **Will** save (same DC as for any of the satirist's satiric performances). Anyone



that succeeds with their Will save is immune to this effect from the satirist for 24 hours. This is a mind-affecting effect that includes an audible language dependent component.

This ability replaces the vigilante's Startling Effect class feature.

### TRUE APPREHENSION (Sp)

At 11<sup>th</sup> level, the satirist may deliver such a devastating speech as a **standard action** that all enemies within 30 ft. become **staggered** for a number of rounds equal to the satirist's Charisma modifier. This speech consumes two rounds of her satiric performance and any opponent within 30 ft. is allowed a **Will** save to avoid the effect, those that succeed are immune to this ability from the satirist for 24 hours.

This ability has not additional effect against those already under its effect other than extending the duration of the effect if another **Will** save is failed. This is a mind-affecting effect.

This feature replaces the vigilante's Frightening Appearance class feature.

### CONTEMPTUOUS CONFUSION (Sp)

At 17<sup>th</sup> level, the satirist's ability to truly reveal her opponent's innermost foibles causes them to become **confused**. The satirist must spend a **standard action** and consume two rounds worth of her satiric performance to initiate this ability. All opponents within 30 ft. must make a **Will** save or gain the **confused** condition for a number of rounds equal to her Charisma modifier. Those that succeed with their **Will** save are immune from this ability from the satirist for 24 hours.

This ability has not additional effect against those already under its effect other than extending the duration of the effect if another **Will** save is failed. This is a mind-affecting effect.

This feature replaces the vigilante's Stunning Appearance class feature.





## THE WHITE HOOD

Where evil thrives triumphant, there are those that choose to take a stand and fight no matter what the cost. The white hood may choose to hide his identity, but he willingly sacrifices all that he has to give to become a righteous light in the tide of the darkest evil.

### ALIGNMENT

The white hood's alignment for his vigilante identity must be lawful good. However, his societal identity may fall within any part of the alignment axis, though the rules of alignment relation still applies for the white hood vigilante and his societal identity and vigilante identity must be within one step of each other.

If the white hood's vigilante identity alignment deviates from lawful good, he loses access to his righteous assault feature and any righteous talents and breaks his code of conduct.

### CODE OF CONDUCT

The white hood swears an oath of fealty to a greater power of good to act honorably while taking up the white hood and help those in need and stand fast in the midst of evil and tyranny. This oath may be to an earthly agency or to an agent of a higher power, and those that receive the oath do not need to know the white hood's social identity.

If the white hood breaks his oath, he can no longer take any levels as a white hood until he atones for the deed.

### ARMOR PROFICIENCY

The white hood is proficient with light, medium, and heavy armor as well as shields (not including tower shields).

This alters the vigilante's normal armor proficiency.

### RIGHTEOUS ASSAULT (Su)

At 1<sup>st</sup> level, the white hood may use a **swift action** to designate an evil creature as the target of his righteous assault. This assault allows the white hood to add his Charisma modifier (minimum of +0) to any attack rolls against his designated target and add his class level to his damage rolls upon that target as long as it is evil. The white hood also adds his Charisma modifier (minimum of

+0) to his AC as a **deflection bonus**, but only from attacks made by an evil target of his assault.

If the target is an outsider with the evil subtype, an evil undead, or evil-aligned dragon, the damage bonus on the first successful attack is equal to twice the white hood's class level. The assault also bypasses any DR granted the evil target as well.

The assault lasts until the one of the following conditions are met, whichever happens first:

- The target is dead, defeated, or rendered **helpless**.
- The white hood switches to his social identity.
- The white hood rests to regain his abilities.
- 24 hours after the assault was initiated.

The white hood may use his assault once per day, gaining an additional assault at 4<sup>th</sup> level and every three levels thereafter (to a maximum of 7 times at 19<sup>th</sup> level).

This ability replaces the vigilante's Vigilante Specialization class feature.

### RIGHTEOUS SENSE (Sp)

The white hood can use **Detect Evil**—as the spell—at will at 1<sup>st</sup> level. By concentrating on a single item or individual within 60 ft. as a **move action**, the white hood may determine if it is evil and the strength of its aura as if he had studied for 3 rounds. The white hood's own good aura radiates at his class level, but only while using his vigilante identity.

The white hood's righteous sense replaces the vigilante's social talent gained at 1<sup>st</sup> level.

### RIGHTEOUS TALENTS

The white hood gains access to the following righteous talents, choosing from these as well as the normal vigilante talents at 2<sup>nd</sup> level and every even level thereafter.

Note on stacking effects on the Righteous Touch talent: A white hood that takes multiple talents that grant additional benefits with his righteous touch may apply multiple effects with one use. However, once a condition or effect is chosen, it cannot be changed once the righteous touch is made.



### **CALMING TOUCH (Su)**

The white hood must have the righteous touch talent before he may choose this righteous talent. If the target of the white hood's righteous touch has the shaken condition, the condition is removed in addition to the healing effect of the touch. If the white hood is at least 10<sup>th</sup> level, he may remove the exhausted condition instead.

### **INVIGORATING TOUCH (Su)**

The white hood must have the righteous touch talent before he may choose this righteous talent. If the target of the white hood's righteous touch is fatigued, the condition is removed in addition to the healing effect of the touch. If the white hood is at least 10<sup>th</sup> level, he may remove the frightened condition as well. And if the white hood is 16<sup>th</sup> level or higher, his touch may also be used to remove the panicked condition.

### **NEUTRALIZING TOUCH (Su)**

The white hood must have the righteous touch talent and be at least 10<sup>th</sup> level before he may choose this righteous talent. While using his righteous touch to heal an individual, the white hood may also attempt to remove any toxins within the subject as the *Neutralize Poison* spell, treating the white hood's class level as the effective caster level of the effect.

### **REJUVENATING TOUCH (Su)**

The white hood must have the righteous touch talent and be at least 12<sup>th</sup> level before he may choose this righteous talent. While using his righteous touch to heal an individual, the white hood may also remove magically induced blindness or deafness, whether temporary or permanent.

### **RIGHTEOUS HEALTH (Ex)**

The white hood gains immunity to all diseases, including supernatural and magical varieties (such as mummy rot). The white hood must be at least 4<sup>th</sup> level before he may choose this righteous talent.

### **RIGHTEOUS TOUCH (Su)**

The white hood may heal 1d6 points of damage upon a living creature for every two levels possessed as a standard

action. The white hood may use this ability a number of times per day equal to 2 + his Charisma modifier.

The white hood may also use this ability to make a melee touch attack against an undead creature, causing 1d6 points of damage per two class levels with a standard action. This attack does not provoke attacks of opportunity and undead creatures are not granted a saving throw.

The white hood may take this talent more than once, gaining 2 additional uses each time, to a maximum number of uses allowed per day equal to ½ his class level + his Charisma modifier.

### **SWORD OF HOLY JUSTICE (Su)**

The white hood must be at least 6<sup>th</sup> level before he may choose this righteous talent. The white hood may summon forth the forces of good to manifest in his weapon, granting it a +1 enhancement bonus that will stack with any other enhancement bonus (to a maximum of +5) as a swift action. This bonus increases by +1 for every four class levels the white hood possesses beyond 6<sup>th</sup> level. The weapon also sheds light as the spell *Light*, though the white hood may choose to suppress this effect when manifesting this talent.

In addition, to a normal attack and damage bonus, these enhancement may be used to grant certain weapon special abilities including axiomatic, brilliant energy, defending, disruption, flaming, flaming burst, holy, keen, merciful, and speed. If the weapon already has a special ability chosen by this talent, the effects do not stack. If used on a double weapon, the enhancement bonuses may be split as desired, but the effects of one end are not duplicated by the other automatically.

The effects of this talent automatically end if the white hood releases the weapon (though they may return if the duration has not ended once the white hood regains the weapon). Once initiated, the weapon enhancement bonus and any special abilities remain for 1 minute per class level. The white hood may use this ability once per day, plus an additional time at 12<sup>th</sup> and 18<sup>th</sup> levels.

### **TOUCH OF FREEDOM (Su)**

The white hood must have the righteous touch talent and be at least 6<sup>th</sup> level before he may choose this



righteous talent. While using his righteous touch to heal an individual, the white hood may remove the **dazed** condition. At 12<sup>th</sup> level, this talent grants the white hood the ability to remove the **paralyzed** or **stunned** condition as well when applying his righteous touch.

### TOUCH OF VIGOR (Su)

The white hood must have the righteous touch talent and be at least 6<sup>th</sup> level before he may choose this righteous talent. While using his righteous touch to heal an individual, the white hood may also attempt to remove any maladies within the subject as the *Remove Disease* spell, treating the white hood's class level as the effective caster level of the effect.

### TOUCH OF WELLNESS (Su)

The white hood must have the righteous touch talent before he may choose this righteous talent. If the target of the white hood's righteous touch is **sickened**, the condition is removed in addition to the **healing** effect of the touch. If the white hood is at least 10<sup>th</sup> level, he may remove the **nauseated** condition instead.

### BOLSTERING AURA (Su)

At 5<sup>th</sup> level, the white hood is immune to fear and any ally or innocent within 10 ft. of the white hood gains a **morale bonus** equal to ½ his class level to any saving throws versus fear based effects while using his vigilante identity. If the white hood is **unconscious** or dead, the morale bonus to others is lost.

This ability replaces the vigilante's Startling Appearance class feature.

### AVENGING AURA (Su)

At 11<sup>th</sup> level, the white hood may expend two of his daily righteous assaults as a **swift action** to grant both his allies and himself benefits of the assault with a limited duration while using his vigilante identity. Once activated, any ally within 10 ft. of the white hood that can see and hear the white hood may initiate a righteous assault by the beginning of the white hood's next turn. Once initiated, the assault lasts for up to 1 minute before it ends.

Allies and the white hood may only benefit from one avenging aura at a time. Evil allies cannot be granted the white hood's righteous assault.

This ability replaces the vigilante's Frightening Appearance class feature.

### RIGHTEOUS AURA (Su)

At 17<sup>th</sup> level, the white hood gains DR 5/evil while using his vigilante identity. In addition, he may expend one of his daily uses of his righteous assault to grant the effects of a *Magic Circle against Evil* spell centered on himself, as a **swift action**. The protection from the magic circle lasts for a number of rounds equal to the white hood's class level or until he becomes **unconscious** or dead, whichever comes first.

This ability replaces the vigilante's Stunning Appearance class feature.

### RIGHTEOUS CHAMPION (Su)

At 20<sup>th</sup> level, the white hood's righteous aura grants him a DR 10/evil. If he uses his righteous assault on an evil outsider, the creature is also subject to the effects of a *Banishment* spell, using the white hood's class level as his effective caster level. The white hood adds twice his class level to the first successful attack as long as it is evil, regardless of its type.

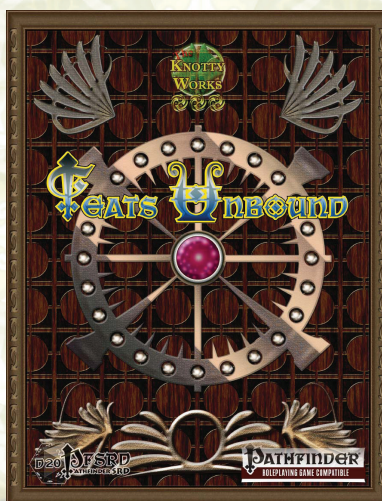
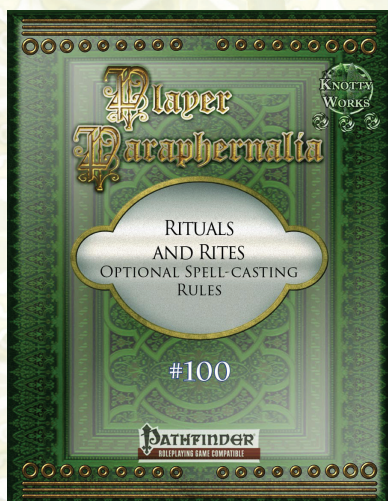
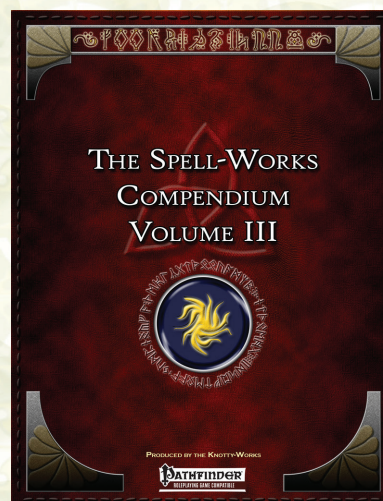
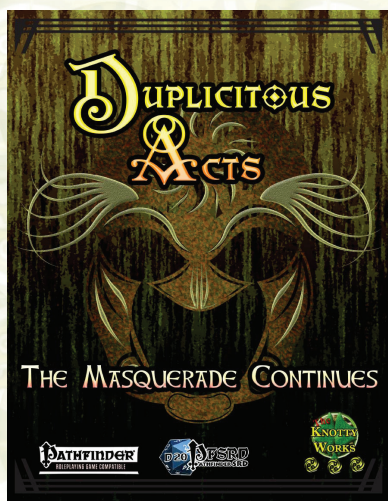
This ability replaces the vigilante's Vengeance Strike class feature.



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