



LEGENDARY VILLAINS VIGILANTES

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

BY N. JOLLY



LEGENDARY VILLAINS
VIGILANTES

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TABLE OF CONTENTS

VIGILANTE VILLAIN ARCHETYPES	3
ALCHEMICAL SCOUNDREL	3
CONSUMED VIGILANTE	7
DREAD CHAMPION	7
FORTUNE THIEF	8
PLAGUE SCION	10
PROTEAN PROWLER	11
SHADOW SAVANT	12
SYMBIOTIC SLAYER	15
VILLAINOUS SOCIAL TALENTS	19
VILLAINOUS VIGILANTE TALENTS	20
VILLAINOUS VIGILANTE FEATS	23
PRESTIGE CLASS: CRIMSON DREADNOUGHT	26
VIGILANTE VARIANT MULTICLASS	28
VILLAINOUS VIGILANTE MAGIC ITEMS	29
SAMPLE VIGILANTE VILLAIN: RED LOVE	30

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^{AA} = Official companion anthology of for arcane spellcasters.
^{AAC} = Official companion archive for animal companions and familiars.
^{ACG} = *Pathfinder Roleplaying Game Advanced Class Guide*
^{APG} = *Pathfinder Roleplaying Game Advanced Player's Guide*
^{ARG} = *Pathfinder Roleplaying Game Advanced Race Guide*
^{BOG} = Official companion for players of half-orc and half-elf bastards.
^{BOS} = Official companion for characters with bloodlines from the shadow realms.
^{COB} = Official companion for heroes wanting to champion to the balance of neutrality.
^{DTT} = Official companion toolbox of dirty tricks and tactics.
^{FF} = Official companion folio for familiars.
^{FP} = Official companion for exploring philosophies, spiritual

traditions, and faiths.

^{GMG} = *Pathfinder Roleplaying Game Gamemastery Guide*
^{GOG} = Official companion for goblin characters.
^{HA} = *Pathfinder Roleplaying Game Horror Adventures*
^{ISI} = Guide to intrigue in the official Pathfinder campaign setting.
^{ISM} = Guide to magic in the official Pathfinder campaign setting.
^{MC} = *Pathfinder Roleplaying Game Monster Codex*
^{MTT} = Official companion toolbox of tactics in melee combat.
^{OA} = *Pathfinder Roleplaying Game Occult Adventures*
^{OR} = Guide to the occult in the official Pathfinder campaign setting.
^{PU} = *Pathfinder Roleplaying Game Pathfinder Unchained*
^{UCam} = *Pathfinder Roleplaying Game Ultimate Campaign*
^{UC} = *Pathfinder Roleplaying Game Ultimate Combat*
^{UE} = *Pathfinder Roleplaying Game Ultimate Equipment*
^{UI} = *Pathfinder Roleplaying Game Ultimate Intrigue*
^{UM} = *Pathfinder Roleplaying Game Ultimate Magic*
^{WMH} = Official companion handbook for weapon masters.



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SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official *Pathfinder Reference Document* as well as *d20PFSRD*. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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WHAT YOU WILL FIND INSIDE LEGENDARY VILLAINS: VIGILANTES

Legendary Villains: Vigilantes brings you an incredible array of character options for taking the vigilante class for Pathfinder in a dastardly direction! Inside you'll find 8 notorious new archetypes like the **dread champion**, **fortune thief**, **protean prowler**, and **symbiotic slayer**, perfect for making your vigilante a master of the malevolent, either as a vile villain striving against the PCs, or an amoral antihero willing to do whatever it takes to see justice—or vengeance—done! You will also find nearly **80** tantalizing talents, fantastic feats, and vigilante-focused magic items suitable for all vigilantes, plus the savage and unstoppable **crimson dreadnought** prestige class. Last but not least, you'll find statistics for the dashing and deadly **Red Love**, a ready-to-use vigilante villain for your campaign to showcase the dirty tricks and devilish deeds you'll find within!

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson



INTRODUCTION

“My mother says the fact that I’m different makes me special, and she’s right! She knows better than anyone, and she says I’m her special jewel! I’m so lucky to have her as my mother!” Kareena Ratika, daughter of former arena champion Nitha Ratika

Vigilantes are a rarely understood class, and some people assume that they are required to be in an intrigue heavy game to be at their best. While they do thrive in games such as this, this would be selling them short. Vigilantes can work in any game, even if the alternative identity doesn’t exactly work for the type of game that’s being played. Vigilante talents are strong combat abilities that overshadow other classes by far, particularly fighters and rogues, and social talents are great tools to have a normally combat focused character be able to become involved in social situations without having to specifically dedicate resources to doing so. In a lot of ways, the vigilante is the best all-around class to have in a variety of games.

One of the most defining characteristics of a vigilante is their dual identity, and yet a vigilante can play entirely fine without it, especially with such new archetypes as Consumed Vigilante and Exposed Vigilante. But for those players who would like to play with it, it’s important to remember the value of having two identities. The benefits are obvious, being able to avoid being scryed upon as well as the benefit of social talents allowing a character to better interact with the campaign setting. While in most dungeon crawl heavy games this won’t be large, eventually everyone has to go into town and interact with people, and making sure that a character can avoid being identified is always a good thing.

The path of a villain is a self-serving one, demanding little of those who adhere to it. It is greed, violence, and brutality done only to further the goals of themselves. Villains serve as larger than life figures who demonstrate power through action, taking what they want. Alone or in groups, villains are more than just street thugs, they are dangerous individuals who have earned the fear their name invokes. Examples of villains include *Lex Luthor* from *Superman*, a lawful evil individual who uses the rules to manipulate those in power to his whims. *Carnage* is a strong example of a chaotic evil villain, acting only on base impulse and a desire to hurt others, and *Azula* from *Avatar: The Last Airbender* as neutral evil who instead simply does what she wants and takes what she need from those weaker than her.

No matter the villain, all of them are drawn to doing whatever is needed to achieve their goals, regardless of who suffers along the way. Selfishness is chief among their motivation, and yet villains come from all walks of life. From the tragic to the unrepentant, villains find a way to stand out among their peers in a way that few others can, serving as something greater than themselves. For anyone can be evil, but how many can be a true villain?

VIGILANTE VILLAIN ARCHETYPES

“It’d be real dangerous for me to go outside with how sick I am. I mean I have mommy, but it does get lonely sometimes. Maybe if I hope real hard, mommy will bring me home a friend, someone my own age I can play with...” Kareena Ratika, gravely ill young girl

The road to power for vigilantes is far less defined than others, and for many of them, there is an impossibly large number of paths they take to reach their goals. While some vigilantes savor the raw sensation of their fists crashing into a foe, the allure of magic is too much for others, donning the cape and cowl with an air of arcane mystery about them. Others achieve their goal through channeling more esoteric sources, tapping into the very elements themselves or delving into the world of science to further their goals. No matter how an individual vigilante does it, one thing that is for certain is that assuming anything about a vigilante before knowing their strengths and weaknesses is foolish at best and deadly at worst. For more information on using and selecting archetypes, see Chapter 2 in *Pathfinder Roleplaying Game Advanced Class Guide*.

ALCHEMICAL SCOUNDREL

On the edge of genius and madness lies the alchemical scoundrel, working tirelessly in the eyes of others to bring about scientific change while testing their more radical theories in the heat of battle, mastering devastating explosions and dangerous mutagens that would break lesser scientific minds.

Class Skills The alchemical scoundrel adds Knowledge (arcana) and Spellcraft to their list of class skills, instead of Escape Artist, Knowledge (engineering), Ride, and Use Magic Device. This alters the vigilante’s class skills.

Skill Ranks per Level: The alchemical scoundrel gains a number of skill ranks equal to 4 + their Intelligence modifier at each level, instead of 6 + their Intelligence modifier skill ranks. This alters the vigilante’s skill ranks per level.

Alchemy (Su) The alchemical scoundrel gains the alchemy class feature of an alchemist^{APG} of their alchemical scoundrel level and the infusion discovery. This ability replaces the 4th, 8th, 10th, 14th, and 16th level vigilante talents.

Alchemy Talents (Ex or Su) An alchemical scoundrel scoundrel can select a discovery instead of a vigilante talent, and is treated as though they possessed the discovery class feature for the purposes of selecting the Extra Discovery^{APG} feat. An alchemical scoundrel treats their alchemical scoundrel level as their alchemist level for the purposes of which discoveries they can select and their effects. An alchemical scoundrel can also select any of the following vigilante talents in addition to general vigilante talents.



NOTE: Talents marked with an * can be selected by an alchemist as a discovery, treating their alchemist level as their vigilante level for the purposes of qualifying for it and its effects. Other classes which are able to select alchemist discoveries cannot select these talent as a discovery.

Alchemical Advancement* (Ex) The alchemical scoundrel can increase the damage of any alchemical splash weapon which deals damage by +1d6. This additional damage only applies to the first time an alchemical weapon deals damage to a creature (this would not increase the damage shard gel deals after being thrown). At 8th level and every 6 levels afterwards, this increases by an additional +1d6. This talent does not work on alchemical items that have been combined with others (such as with a hybridization funnel). The alchemical scoundrel can draw alchemical splash weapons as though they were ammunition.

Alchemical Breakthrough* (Ex) The alchemical scoundrel can designate a number of alchemical items per day equal to their Intelligence modifier (minimum 1) to be breakthrough alchemical items. Breakthrough alchemical items change their DC to $10 + \frac{1}{2}$ the alchemical scoundrel's level + their Intelligence modifier instead of the alchemical item's normal DC. The alchemical scoundrel can expend a bomb to either increase the DC of a breakthrough alchemical item by +2 or designate another alchemical item as a breakthrough alchemical item. A breakthrough alchemical item becomes inert if it goes 24 hours without being used. At 6th level and every 4 levels afterwards, the alchemical scoundrel can designate an additional alchemical item as a breakthrough alchemical item. This talent does not work on alchemical items that have been combined with others (such as with a hybridization funnel).

Bomb Adept (Su) The alchemical scoundrel gains the bomb and throw anything class features of an alchemist^{APG} of $\frac{1}{2}$ their alchemical scoundrel level, although they use their full alchemical scoundrel level to determine the amount of bombs they can create each day and the bomb's DCs.

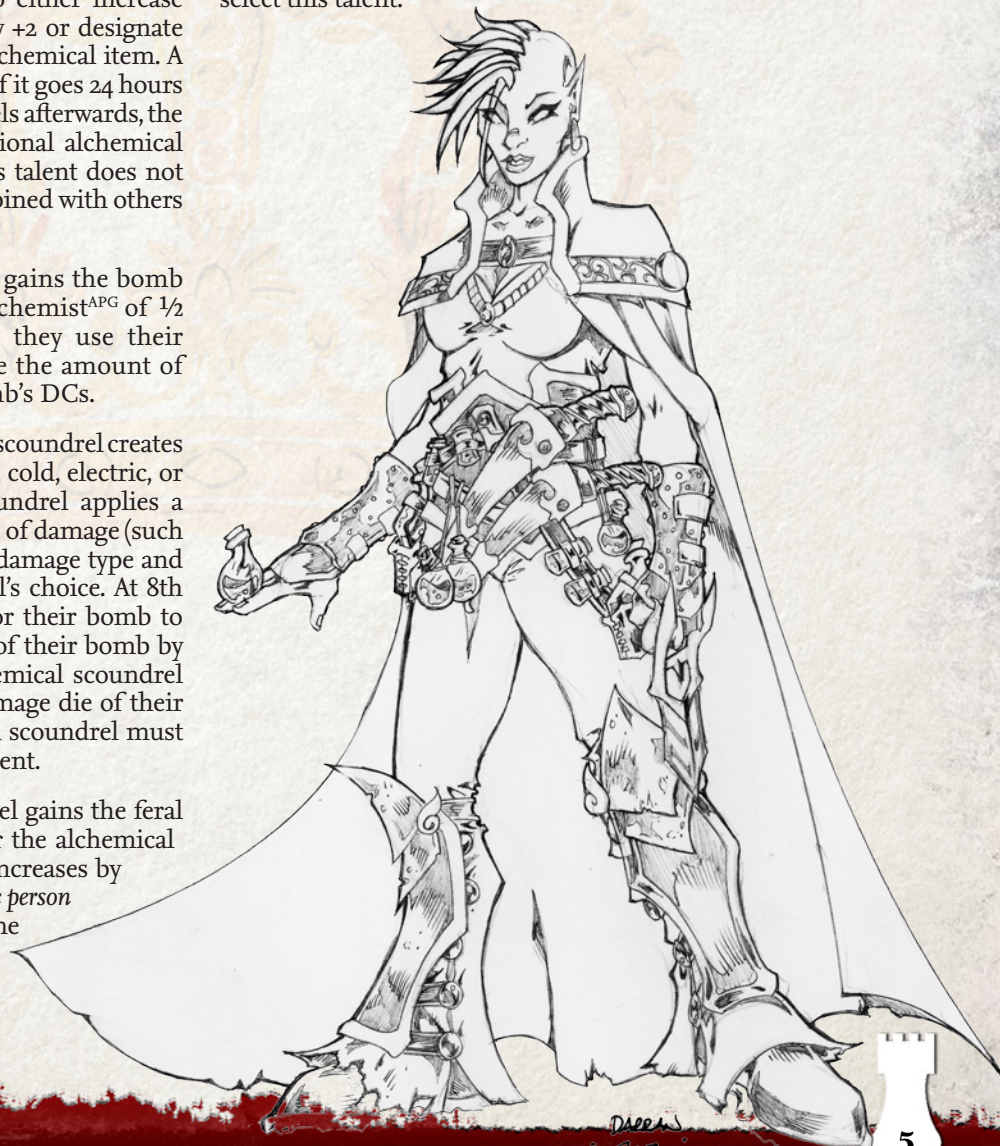
Bomb Tinkerer* (Ex) Whenever the alchemical scoundrel creates a bomb, they can choose for it to deal fire, ice, cold, electric, or bludgeoning damage. If the alchemical scoundrel applies a discovery to a bomb which deals a specific type of damage (such as frost bomb^{APG}), their bomb deals both that damage type and one damage type of the alchemical scoundrel's choice. At 8th level, the alchemical scoundrel can choose for their bomb to deal sonic damage, lowering the damage die of their bomb by 1 step when doing so. At 12th level, the alchemical scoundrel can also select force damage, lowering the damage die of their bomb by 1 step when doing so. An alchemical scoundrel must possess the bomb adept talent to select this talent.

Brutal Mutagen (Su) The alchemical scoundrel gains the feral mutagen^{APG} discovery. At 10th level, whenever the alchemical scoundrel imbibes their mutagen, their size increases by one step as though being affected by an *enlarge person* spell. An alchemical scoundrel must possess the mutagen^{UM} discovery to select this talent.

Cognatogen Adept (Su) The alchemical scoundrel gains either the cognatogen^{UM} or inspiring cognatogen^{ACG} discovery. All discoveries with the word 'cognatogen' in their name no longer apply a penalty to their ability scores, nor do they deal damage to the alchemical scoundrel's ability scores upon ending.

Cognatogen Master (Su) The alchemical scoundrel gains the greater cognatogen^{UM} discovery. At 16th level, they gain the grand cognatogen^{APG} discovery. An alchemical scoundrel must possess the cognatogen^{UM} discovery and be 12th level or higher to select this talent.

Evolving Mutagen* (Su) Whenever the alchemical scoundrel imbibes their mutagen, they gain 2 evolution points^{PU} as though they were a bipedal unchained eidolon^{PU} for the duration of their mutagen, and can split these points up however they wish between a single evolution or multiple evolutions. The alchemical scoundrel does not need to meet subtypes requirements to select an evolution. At 10th level and every 4 levels thereafter, they gain an additional evolution point when imbibing their mutagen (up to a maximum of 5 at 18th level). An alchemical scoundrel must possess the mutagen^{UM} discovery to select this talent.



Explosive Bomber (Su) The alchemical scoundrel gains the explosive bomb^{APG} discovery, and can apply this discovery to a bomb even if another discovery is already applied to it. At 8th level, they gain the strafe bomb^{UM} discovery. An alchemical scoundrel must possess the bomb adept talent to select this talent.

False Tooth (Ex)* The alchemical scoundrel can spend 1 hour to craft a false tooth for themselves, filling it with an infusion of their choice. As an immediate action, the alchemical scoundrel can crack the tooth, imbibing the infusion. The alchemical scoundrel can only craft a false tooth for themselves and maintain one false tooth at any time. At 8th level and again at 16th level, the alchemical scoundrel can create and maintain an additional false tooth at the same time.

Identity Crisis (Su) The alchemical scoundrel gains the mutagenic form and mutate class feature of the master chymist^{APG} prestige class, being able to use their mutate class feature two times a day. Mutating in this fashion forces the alchemical scoundrel to make a disguise check as though they had used a vigilante talent in their social identity. The alchemical scoundrel is considered to be in their vigilante identity while in their mutagenic form if they possess one, and their mutagenic form can be any alignment, although an alchemical scoundrel doesn't gain the benefit of their seamless guise class feature until they spend 1 minute to alter their appearance (this can be reduced with the quick change^{UI} and immediate change^{UI} social talents). The mutagenic form can take their vigilante identity, but does not know of the alchemical scoundrel's social identity. At 8th level and every 4 levels thereafter, the alchemical scoundrel gains an additional use of their mutate ability. An alchemical scoundrel must possess the mutagen^{UM} discovery to select this talent.

Inspiring Cognatogen Master (Su) The alchemical scoundrel gains the greater inspiring cognatogen^{ACG} discovery. At 16th level, they gain the grand inspiring cognatogen^{ACG} discovery. An alchemical scoundrel must possess the inspiring cognatogen^{ACG} discovery and be 12th level or higher to select this talent.

Mutagen Adept (Su) The alchemical scoundrel gains the mutagen^{UM} discovery, and can also select brute talents from the brute^{UI} archetype, although they can only use them while under the effects of their mutagen.

Mutagen Master (Su) The alchemical scoundrel gains the greater mutagen^{UM} discovery. At 16th level, they gain the grand mutagen^{APG} discovery. An alchemical scoundrel must possess the mutagen^{UM} discovery and be 12th level or higher to select this talent.

NTD Supernova (Su) The alchemical scoundrel increase the damage die of their bombs by 2 steps and increase the DC for their bombs by +2. An alchemical scoundrel must possess the bomb adept talent and be 20th level or higher to select this talent.

Nyehilist (Su) The alchemical scoundrel gains the true mutagen^{APG} grand discovery. An alchemical scoundrel must possess the mutagen master talent and be 20th level or higher to select this talent.

Quick Mutation (Ex)* The alchemical scoundrel can imbibe their mutagen, cognatogen, inspiring cognatogen, or transform with the mutate ability as a move action and only needs to spend 30 minutes to create a new mutagen, cognatogen, or inspiring cognatogen. At 10th level, they can instead imbibe their mutagen, cognatogen, inspiring cognatogen, or transform as a swift action and only needs to spend 10 minutes to create a new mutagen, cognatogen, or inspiring cognatogen. An alchemical scoundrel must possess the mutagen^{UM}, cognatogen^{UM}, or inspiring cognatogen^{ACG} discovery and be 6th level or higher to select this talent.

Persistent Mutagen (Ex)* The alchemical scoundrel gains the persistent mutagen class feature of the alchemist^{APG} which also affects their cognatogen and inspiring cognatogen. An alchemical scoundrel must possess the mutagen^{UM}, cognatogen^{UM}, or inspiring cognatogen^{ACG} discovery and be 12th level or higher to select this talent.

Splash Technician (Ex) The alchemical scoundrel gains Splash Sniper as a bonus feat, although they must meet the prerequisites for it. They can also reduce their hidden strike or sneak attack damage by 1 die to increase the DC of any splash weapon they use to deal hidden strike or sneak attack damage (including bombs) by +1. At 6th level and every 6 levels thereafter, they can reduce their hidden strike or sneak attack damage by an additional die to further increase the DC of any splash weapon they use by an additional +1.

Smoking Bomber (Su) The alchemical scoundrel gains the smoke bomb^{APG} discovery. At 8th level they gain the stink bomb^{APG} discovery. At 14th level, they gain the inferno bomb^{APG} discovery. If the alchemical scoundrel has the bomb tinkerer talent, they can change the type of damage their inferno bomb's *incendiary cloud* effect deals, although they can't select sonic or force for the damage type. An alchemical scoundrel must possess the bomb adept talent to select this talent.

Sniping Bomber (Ex)* The alchemical scoundrel gains the explosive missile^{APG} discovery. At 10th level, they can make a second attack with this discovery at a -6 penalty as a full round action, also applying a bomb to the attack. If the alchemical scoundrel also has the fast bombs^{APG} discovery, they can use the explosive missile^{APG} discovery as the first attack in a full-attack action. An alchemical scoundrel must possess the bomb adept talent and be 6th level or higher to select this talent.

This ability alters vigilante talents.

CONSUMED VIGILANTE

Some people don't know when to quit, when to take off the mask and rejoin society. A consumed vigilante has lost themselves to their cause, driven beyond measure by events which are better left unspoken. With inhuman devotion, consumed vigilantes are a force of nature, existing only to further their goals.

No Identity A consumed vigilante loses their old identity to instead focus on their physical prowess, gaining the Nameless One^{AA} feat and 1 additional hit point per vigilante level they possess. If a consumed vigilante loses the benefits of this feat, they also lose all benefits from this archetype until they atone (as per atonement, as if restoring a class feature). This ability replaces dual identity and seamless guise.

Social Talents (Ex) A consumed vigilante can never gain any social talents or select the Extra Social Talent feat. If the consumed vigilante would gain a social talent, they instead gain the Skill Focus feat or a feat which has Skill Focus as a prerequisite. This ability alters social talents.

Focused Body (Su) At 1st level, a consumed vigilante needs only half as much food to avoid starvation, half as much water to avoid dehydration, and half as much sleep to heal injuries, avoid and recover from fatigue or exhaustion, and prepare spells. At 7th level, this is reduced to 1/4th as much food, water, and sleep. At 13th level, a consumed vigilante no longer has to eat, drink, or sleep, although they still only require 1/4th the amount of sleep to heal injuries and prepare spells. This ability replaces the 1st, 7th, and 13th level social talents.

Word of Mouth (Ex) At 3rd level, a consumed vigilante's accomplishments proceed them, treating them as though they had the renown^{UI} social talent, although the consumed vigilante does not have to spread their own fame (they must still spend a week in the location in which they would be renowned). At 9th level, they are treated as though they had the great renown^{UI} social talent and must spend only 3 days in the location which they would be renowned. At 15th level, they are treated as though they possessed the incredible renown^{UI} social talent and must spend only 1 day in the location in which they would be renowned. This replaces the 3rd, 9th, and 15th level social talents.

Concentrated Mind (Ex) At 5th level, a consumed vigilante learns how to focus their thoughts on only a single goal, gaining a +2 insight bonus to Will saving throws against mind-affecting effects. At 8th level and every 3 levels afterwards, this morale bonus increases by +1. At 11th level, a consumed vigilante also adds this morale bonus to saving throws against fatigue, exhaustion, sickening, and nausea. At 17th level, a consumed vigilante also adds this morale bonus to saving throws against death effects and paralysis. This ability replaces the 5th, 11th, and 17th level social talents.

Truly Nameless (Su) At 19th level, a consumed vigilante cannot be scryed upon, and any attempts to do so automatically fail. All Knowledge (local) checks pertaining to them increase their DC by +15 to learn anything more than their assumed identity. This ability replaces the 19th level social talent.

DREAD CHAMPION

Evil has its champions as well, although the most insidious of its ranks aren't those who blatantly revel in their sin. Dread champions are nefarious individuals who hide among the ranks of their kind, acting as agents of evil in the world and furthering the goals of themselves or other more vile patrons.

Alignment A dread champion's vigilante identity must be evil. A dread champion whose vigilante identity becomes non-evil cannot gain new levels as a vigilante and loses all dread champion spells and class features (including the dread talents, but not weapon, armor, and shield proficiencies). They regain their abilities and advancement potential if they atone for their violations (see the atonement spell), as appropriate.



Aura of Evil (Ex) The power of a dread champion's aura of evil (see the *detect good* spell) is equal to their dread champion level. A paladin who uses smite evil on a dread champion deals 2 points of damage per paladin level on their first successful attack.

Smite Good (Su) A dread champion gains the smite good class feature of the antipaladin^{APG}, treating their dread champion level as their antipaladin level for the purpose of how much damage they deal with this ability. At 4th level and every 4 levels thereafter, they can smite good 1 additional time per day.

This ability replaces vigilante specialization.

Malice Sight (Su) At 1st level, a dread champion gains the detect good class feature of the antipaladin^{APG}.

This replaces the 1st level social talent.

Dread Talents (Su) A dread champion can select from any of the following vigilante talents, in addition to general vigilante talents.

Aura of Cowardice (Su) The dread champion gains the aura of cowardice class feature of the antipaladin^{APG}.

Dedicated Smite (Su) The dread champion treats all good foes as though they were outsiders with the good subtype when determining how much damage their smite deals. A dread champion must be 10th level or higher to select this talent.

Fiendish Companion (Su) The dread champion gains the fiendish boon class feature, although they are only able to gain the service of a fiendish servant. A dread champion must be 6th level or higher to select this talent.

Limited Unholy Resilience (Su) The dread champion gains a bonus equal to their Charisma modifier (if any) on their saving throws; this bonus cannot exceed the dread champion's class level.

Protective Resilience (Su) If the dread champion is wearing light armor or no armor, they gain a bonus equal to their Charisma modifier (if any) to their armor class; this bonus cannot exceed the dread champion's class level.

Reckless Smite (Su) The dread champion treats all neutral creatures as good for their smite good. A dread champion must be 10th level or higher to select this talent.

Villainous Smite (Su) While the dread soul is smiting a foe, they treat their BAB as equal to their character level for the purpose of attacks being made against the target of their smite.

Spellcasting At 4th level, a dread champion can cast divine spells as an antipaladin and uses the antipaladin's spell list. A dread champion who is lawful evil replaces *protection from law* with *protection from chaos*, *magic circle against law* with *magic circle against chaos*, and *dispel law* with *dispel chaos*. A neutral evil dread champion can choose to replace these spells once they gain this class feature. Once the choice to replace these spells has been made, it cannot be changed. This ability replaces the 4th, 8th, 12th, and 16th level vigilante talents.

Cruel Smite (Su) At 5th level, a dread champion gains a cruelty, treating their dread champion level as their effective antipaladin level for which cruelty they can select. Whenever the dread champion uses their smite, once per round as a free action they can apply one cruelty to the target of their smite upon a successful hit. At 10th level and every 5 levels thereafter, they can select an additional cruelty, although they can only apply 1 cruelty to their smite at a time. This ability replaces startling appearance and stunning appearance.

Masked Evil (Su) At 5th level, a dread champion is treated as though under the constant effect of an *undetectable alignment* spell with a caster level equal to their vigilante level. At 9th level, this instead changes to *aura alteration*^{OA} (although they can only manipulate their alignment aura), and at 13th level they can also manipulate their emotion, health, and magical aura with this ability. This ability replaces the 5th, 9th, and 13th level social talents.

Aura of Despair (Su) At 11th level, a dread champion gains the aura of despair class feature of the antipaladin^{APG}. This ability replaces frightening appearance.

Dominant Cruelty (Su) At 20th level, whenever the dread champion uses their cruel smite, their foe must roll their saving throw twice, taking the lower result. This ability replaces vengeance strike

FORTUNE THIEF

Life and death are lived on the flip of a coin, and few are as starkly aware of that as vigilantes. But sometimes fate needs a little push, and fortune thieves are willing to provide it. Masters of luck, fortune thieves know how to change the flow of combat in an instant, bolstering their own luck while draining that of others.

Luck Thief (Su) At 1st level, a fortune thief gains access to a pool of luck, granting them the supernatural ability to draw upon the misfortune of others. They gain a hex^{APG} of their choice from the witch^{APG} class. Whenever a creature fails a save against a hex originating from the fortune thief, the fortune thief gains 1 luck point, being able to possess a number of luck points equal to their Charisma modifier (minimum 1). Whenever a fortune thief gains a luck point, it last indefinitely until they spend it or die, although their luck does not refill after resting. A fortune thief can spend

1 luck point as a free action to reroll 1 skill check or gain a +1 luck bonus to attack and damage rolls for a number of rounds equal to their Charisma modifier (minimum 1). For every 4 levels beyond 1st, this luck bonus increases by +1, to a maximum of +5 at 17th level. A fortune thief can only gain 1 luck point from a creature, needing to wait 1 week before being able to gain another luck point from that creature, and a creature that voluntarily fails a save against the fortune's thief does not provide any luck points.

A creature must have a number of Hit Dice equal to or greater than half the fortune thief's character level or the fortune thief does not gain any luck points when they fail a save against a non-harmless hex. A fortune thief can use their Charisma modifier to determine the save DC and other effects of hexes, including those gained from other classes. This ability replaces vigilante specialization.

Fortune Talents (Su) A fortune thief can select a hex instead of a vigilante talent, and is treated as though they possessed the hex class feature of the witch^{APG} for the purposes of selecting the Extra Hex^{APG} feat. A fortune thief can also select any of the following vigilante talents in addition to general vigilante talents.

Always Lucky (Su) Whenever the fortune thief rests for 8 hours, if they don't possess any luck points, they gain 1 luck point. At 10th level, if they have 1 or less luck points after resting for 8 hours, they instead increase their luck points to 2. The fortune thief can only benefit from this ability once every 24 hours.

Hex Strike (Ex) The fortune thief gains the Hex Strike^{UC} feat, although they can choose to apply it to a melee weapon other than an unarmed strike. Once this weapon is selected, it cannot be changed. If the fortune thief chooses to apply it to their unarmed strikes, they gain Improved Unarmed Strike as a bonus feat if they don't already have it. The fortune thief does not need to meet the prerequisites for these feats.

Hoarded Luck (Ex) Whenever the fortune thief has three or more luck points, they gain a +1 luck bonus on attack and damage rolls, AC, skill checks, and saving throws. For each two luck points beyond three the luck thief possesses, this bonus increases by +1.

Hot Streak (Su) Whenever the fortune thief spends a luck point to gain a bonus to attack and damage rolls or AC, this bonus lasts for an additional number of rounds equal to their Charisma modifier (minimum 1).

Impossibly Lucky (Su) Whenever the fortune thief spends a luck point to reroll a skill check, attack roll, or saving throw, they gain a luck bonus on this roll equal to their Charisma modifier (minimum 1). A fortune thief must be 8th level or higher to select this talent.

Improved Luck (Su) The fortune thief increases the amount of luck they can possess by 2. At 8th level and every 4 levels afterwards, the amount of luck the fortune thief can possess is increased by an additional 1. A fortune thief must be 4th level or higher to select this talent.

Lucky Dodge (Su) As a free action, the fortune thief can spend a luck point to gain a luck bonus to their AC equal to their charisma modifier until the beginning of their next round. At 6th level, this bonus is doubled against attack rolls to confirm critical hits. At 12th level, the fortune thief gains a 50% chance to ignore critical hits or sneak attacks while this talent is active. At 18th level, this is increased to a 75% chance to ignore critical hits or sneak attack.

Lucky Hit (Su) As a free action, the fortune thief can spend a luck point to reroll an attack or damage roll. At 8th level, the fortune thief can spend 3 luck points to make an additional attack at their highest base attack bonus. At 16th level, when the fortune thief spends luck points to make an additional attack, they can roll that attack roll twice, taking the better result.

Lucky Save (Su) As an immediate action, the fortune thief can spend 2 luck points to reroll one saving throw, although they must accept the results of this new saving throw, even if it is worse than the original. At 8th level, the fortune thief can instead spend 2 luck points to force a creature to reroll any critical threat made against them.

Major Hex (Su) The fortune thief gains a major hex^{APG} and can select major hexes with the Extra Hex feat and in place of a vigilante talent. A fortune thief must be 10th level or higher to select this talent.

Savage Hex (Su) Whenever the fortune thief uses a hex against a creature, on a failed save the creature also takes damage equal to the fortune thief's level.

Split Hex (Su) The fortune thief gains the Split Hex^{UM} feat. The fortune thief does not need to meet the prerequisites for this feat. A fortune thief must be 10th level or higher to select this talent.

Split Hex, Improved (Su) The fortune thief gains the Split Major Hex^{UM} feat. The fortune thief does not need to meet the prerequisites for this feat. A fortune thief must have the split hex and major hex talents and be 18th level or higher to select this talent. This ability alters vigilante talents.

Ultimate Luck (Su) At 20th level, a fortune thief learns a grand hex^{APG}, and any creature that fails a save against a grand hex grants them 2 luck points. A fortune thief can spend all of their luck points (minimum 1) whenever they would be reduced to 0 or lower hit points as an immediate action, negating all damage they would receive until the beginning of their next round. This ability replaces vengeance strike.



PLAGUE SCION

Illness can strike down the mightiest warrior, leaving them as weak and helpless as a newborn. plague scions are those who have seen fit to bestow their 'gifts' upon others, crippling them in ways in which they can't defend. Only death is left in the wake of a plague scion, the sound of suffering following them at all times.

Plague Bringer (Ex) At 1st level, a plague scion gains the plague bringer^{APG} class feature of the antipaladin^{APG}. This ability replaces the 1st level social talent.

Vigilante Specialization A plague scion must choose the stalker specialization. This ability alters vigilante specialization.

Signature Disease (Ex) At 3rd level, a plague scion must select 1 of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. The plague scion is always infected with their signature disease, although a *remove disease* spell cures this disease for 24 hours before it spontaneously manifest again. The Fortitude saving throw for a plague scion's signature disease is $10 + \frac{1}{2}$ their plague scion level + their Charisma modifier (minimum 1) for all saving throws made against it.

A plague scion that has contracted a disease for 1 week or longer can add it to the list of their signature diseases.

At 6th level and every 3 levels thereafter, the plague scion gains an additional signature disease, being infected with it as well as any previous diseases. Once a plague scion has more than 1 signature disease, they must choose which one is dominant; only their dominant disease is contagious. A plague scion's dominant disease can be changed as a full round action.

This ability replaces unshakable.

Plague Strike (Ex) At 4th level, whenever a plague scion deals damage with their hidden strike against a foe who is unaware of their presence or who considers them an ally, they can force the foe to make a Fortitude saving throw or become infected with their signature disease (if they possess more than 1 signature disease, they can select which one they infect their foe with as a free action, defaulting to their dominant if no choice is made).

A plague scion can also make a Sleight of Hand check opposed by an adjacent creature's Perception check as long as they have a concealed light weapon that can deal piercing or slashing damage. If the plague scion wins this opposed check, they can deal 1 damage to a creature with the concealed weapon and force that creature to make a Fortitude saving throw or become infected with their signature disease without them noticing, being able to conceal their weapon again as a free action. This ability can be used against object a number of objects equal to the plague scion's Constitution modifier, causing them to transmit the disease to anyone who touches it for a number of days equal to $\frac{1}{2}$ the plague scion's level.

This ability replaces the 4th level vigilante talent.

Mystifying Plague (Ex) At 5th level, a plague scion can change the frequency of their signature diseases to 1/hour, and the plague scion can decide to treat their signature diseases as either a poison or a disease for the purposes of which effects can cure it or provide benefits on saving throws. This ability replaces startling appearance.

Plague Sight (Ex) At 5th level, a plague scion can detect all creatures within 50 ft. of themselves who are currently infected with a disease as though the plague scion had blindsight. This ability replaces the 5th level social talent.

Infectious Plague (Ex) At 9th level, all of a plague bringer's signature disease can be transmitted through contact, ingestion, inhalation, or injury. All creatures within 30 ft. of the plague scion must make a Fortitude saving throw against the plague scion's dominant disease or become infected. Once a creature has made a successful save against this effect, they are immune to that disease for 24 hours. A plague bringer can select a number of creatures equal to their Charisma modifier; these creatures are immune to this effect. This ability replaces the 9th level social talent.

Ravaging Plague (Ex) At 10th level, whenever a plague scion infects a creature with a disease using their plague strike, they can choose to apply the ravaging template^{HA} to it a number of times per day equal to their Charisma modifier. This ability replaces the 10th level vigilante talent.

Tenacious Plague (Ex) At 11th level, a plague scion can change the frequency of their signature diseases to 1/minute, requiring an additional saving throw to overcome it. This ability replaces frightening appearance.

Pandemic Plague (Ex) At 15th level, all creatures infected with one of the plague scion's signature diseases are contagious to all creatures within 30 ft. of them as per the infectious plague ability. This ability replaces the 15th level social talent.

Virulent Plague (Ex) At 17th level, a plague scion can change the frequency of their signature diseases to 1/round and their signature disease is unable to be cured by magic. This ability replaces stunning appearance.

PROTEAN PROWLER

Not everything in the world is perfect, and some are born... different. There are vigilantes who possess a far more mutable physiology than others, able to mold and shape their form to their will. Protean prowlers manage to alter their bodies to meet whatever challenges they need to face, always having the perfect tool for the job.

Chaotic Vigilante (Ex) A protean prowler's vigilante alignment must be chaotic, and their vigilante identity and their social identity must be within one step of each other on each alignment axis. This ability alters dual identity.

Mutation (Su) At 1st level, the protean prowler learns how to alter themselves, gaining 1 evolution point^{PU} as though they were a bipedal unchained eidolon^{PU}. A protean prowler does not need to meet subtypes requirements to select an evolution. As a full round action, a protean prowler can choose to manifest or hide this evolution, although if this evolution is manifested while the protean prowler is in their social identity, the protean prowler takes a -5 on Disguise checks for each evolution they are currently manifesting (at the GM's discretion, certain evolutions may incur larger or smaller penalties). Each time a protean prowler gains a level, they can reassign their evolution points. At 3rd level and every 2 levels thereafter, a protean prowler gains another evolution point, and can choose to manifest 1 or more evolutions at a time. A protean prowler treats their vigilante level as their summoner level for the purposes of which evolutions they can select.



A protean prowler is treated as an unchained eidolon for how many natural attacks they can possess (natural attacks gained through feats, race, or the transmogrify class ability count against this limit). A protean prowler cannot select the limbs (arms) evolution more than once.

This ability replaces vigilante specialization

Transmogrify (Su) At 1st level, a number of times per day equal to the protean prowler's Constitution modifier, they can spend 1 minute to reassign up to ½ of their evolution points at once (minimum 1).

At 4th level, a protean prowler can use one use of transmogrify to instead transform into a different creature as a standard action, each creature requiring a certain number of evolution points to achieve. A protean prowler must invest the listed number of evolution points to transform into their new form, although any evolution points they possess that weren't invested into that form can be used to alter that form. This transformation last for a number of minutes equal to their Constitution modifier (minimum 1), after which the protean prowler reverts to their natural form. If the protean prowler kills a creature with one of their natural attacks, they can assume that creature's form while transforming with this ability.

At 4th level, a protean prowler can invest 1 evolution point to transform as per the *alter self* spell.

At 8th level, a protean prowler can invest 3 evolution points to transform as per the *beast shape I*, *monstrous physique I*, *undead anatomy I*, or *vermin shape I* spells.

At 12th level, a protean prowler can invest 5 evolution points to transform as per the *beast shape II*, *monstrous physique II*, *undead anatomy II*, or *vermin shape II* spells.

At 16th level, a protean prowler can invest 7 evolution points to transform as per the *form of the dragon I* or *giant form I* spells.

At 20th level, a protean prowler can invest 10 evolution points to transform as per the *shapechange* spell

This ability replaces the 4th, 8th, 12th, and 16th level vigilante talents and vengeance strike.

SHADOW SAVANT

Vigilantes can be a vain bunch, and who is a better ally than one's self? A shadow savant is aware of this fact, conjuring a myriad of illusory associates to help with their schemes. Living in the shadows, one can never be sure when they are dealing with a shadow savant or their illusions.

Shadow Clone (Su) At 1st level, the shadow savant can summon a shadow copy of themselves within 30 ft. of their space as a standard action a number of times per day equal to the shadow savant's Charisma modifier + ½ the shadow savant's class level. When they do so, they must make a Disguise check; the result of this Disguise check determines the DC of the Perception check needed to find out that the shadow copy is not real (the shadow savant can choose to make the shadow copy appear as any identity they possess). A shadow copy is an illusion [shadow] effect, and cannot physically interact with objects. A shadow copy last for a number of minutes equal to the shadow savant's Charisma modifier (minimum 1), although it fades away instantly if successfully attacked, having an AC of 10 + the shadow savant's Dexterity modifier + the shadow savant's Charisma modifier + ½ the shadow savant's class level.

A shadow copy can never travel further than 45 ft. away from the shadow savant or else it fades away as though they were successfully attacked; this distance increases by 15 ft. per shadow savant level they possess. A shadow savant can control all shadow copies as a swift action (including semi-real and real shadow copies), although they must have line of sight to a shadow copy to control it, and if a shadow copy is in the same square as the shadow savant, it is treated as an image as per the *mirror image* spell. A shadow savant cannot have more than one use of this ability active at the same time; using this ability while a previous use of this ability is still in effect causes the previously summoned shadow copy(s) to instantly fade away. A shadow savant can dismiss all summoned shadow copies as a free action.

At 4th level and every 4 levels thereafter, whenever a shadow savant summons a shadow copy, they can summon 1 additional shadow copy.

This ability replaces vigilante specialization.

Shadow Tricks (Su) A shadow savant can select one of the following shadow tricks in addition to general social talents.

Blind Control (Su) The shadow savant can control their shadow copies without having line of effect to them.

Dark Shadows (Su) All squares adjacent to the shadow savant's shadow copies are treated as dim light, being treated as a darkness spell of a level equal to ½ the shadow savant's level for the purpose of how it interacts with light spells. If the shadow savant has both the shade hopper and shadow swap talent, they can use both of them with the same move action as long as they teleport to a square adjacent to a shadow copy.

Enduring Shadows (Su) The shadow savant's shadow copies last for a number of hours equal to the shadow savant's Charisma modifier (minimum 1). A shadow savant must be 11th level or higher to select this talent.

Shadow Mimicry (Su) The shadow savant can make their shadow copies appear as any creature of their size, although semi-real and real shadow clones still possess the same statistics. A shadow savant must be 7th level or higher to select this talent.

Shadow Spy (Su) The shadow savant can also choose to see through the eyes of any semi-real or real shadow copy as a move action for as long as they wish, being able to end this effect as a free action. The shadow savant has access to all senses the shadow copy possesses. A shadow savant must be 5th level or higher to select this talent.

Shadow Swap (Su) The shadow savant can switch places with any of their shadow copies as a move action as a teleportation effect. While using this ability, the shadow savant can make a Stealth check opposed by a Perception check from everyone who can see both the shadow savant and the shadow copy. Any creature who fails this opposed check cannot tell that the shadow savant and their shadow copy have switched places. A shadow savant must be 9th level or higher to select this talent.

Swift Swap (Su) The shadow savant can use their shadow swap talent as a swift action. A shadow savant must have the shadow swap talent and be 13th level or higher to select this talent.

Unfettered Shadow (Su) The distance a shadow savant's shadow copies can be from the shadow savant without fading away increases to 90 ft. +30 ft. per shadow savant level. A shadow savant must be 3rd level or higher to select this talent.

Untethered Shadow (Su) The shadow savant's shadow copies can be at any distance from the shadow savant without fading away as long as it and the shadow savant are on the same plane. A shadow savant must have the unfettered shadow talent and be 9th level or higher to select this talent.

This ability alters social talents.

Shadow Talents (Sp or Su) A shadow savant can select any of the following vigilante talents in addition to general vigilante talents.

Draining Darkness (Su) Whenever the shadow savant's semi-real or real shadow clones deal damage to a creature, that creature must make a Fortitude saving throw or take 1d3 strength drain. At 12th level and again at 18th level, the strength drain inflicted by this talent increases by one step (to 1d4 at 12th level and 1d6 at 18th level). A shadow savant must be 8th level or higher to select this talent.

Powerful Shadows (Su) Whenever the shadow savant uses an illusion spell-like ability with the (shadow) subschool, it is treated as 10% more real. At 10th level and every 4 levels thereafter, spell-like abilities with the (shadow) subschool add 10% to how real they are, up to 100% real. A shadow savant must have the shadow adept talent and be 6th level or higher to select this talent.

Retributive Shadows (Su) Whenever a creature attacks a shadow copy with a melee attack and causes it to fade away either by successfully hitting it or reducing its hit points to 0, that creature takes negative energy damage equal to 1/2 the shadow savant's class level + their Charisma modifier (Fortitude saving throw for half). At 8th level, if a creature fails this save, they are also staggered for 1 round.

Shade Jumper (Su) The shadow savant gains the ability to travel between shadows as a move action; this movement must begin and end in an area with at least some dim light. The shadow savant can teleport up to 30 ft. at a time with this ability, and this movement is treated as the *dimension door* spell for how it interacts with feats and other abilities. At 8th level and every 4 levels thereafter, the distance the shadow savant can move is increased by 10 ft. A shadow savant must be 4th level or higher to select this talent.



Shadow Adept (Sp) The shadow savant can spend a use of their shadow clone ability to use the *darkness*, *minor image*, *penumbral disguise*^{BOS} or *shadow enchantment*^{OR} spell as a spell-like ability, using their Charisma modifier to determine the DC of the spell. A shadow savant must be 4th level or higher to select this talent.

Shadow Crafter (Sp) The shadow savant adds *persistent image*, *shadowform*^{BOS}, *shadow barbs*SM, *shadow conjuration*, *shadow projection*^{UM}, and *shadow step*^{UM} to the list of spells they can use with the shadow adept talent. A shadow savant must have the shadow adept talent and be 8th level or higher to select this talent.

Shadow Magician (Sp) The shadow savant adds *greater shadow enchantment*^{OR}, *programmed image*, *shadow evocation*, *shadow transmutation*^{BOS}, adds *shadow walk* to the list of spells they can use with the shadow adept talent. A shadow savant must have the shadow adept talent and be 12th level or higher to select this talent.

Shadow Sage (Sp) The shadow savant adds *greater shadow conjuration*, *greater shadow evocation*, and *greater shadow transmutation*^{BOS} to the list of spells they can use with the shadow adept talent. A shadow savant must have the shadow adept talent and be 16th level or higher to select this talent.

Speedy Summons (Su) The shadow savant can use their shadow clone ability as a move action. At 10th level, they can instead use their shadow clone ability as a swift action. A shadow savant must be 6th level or higher to select this talent.

True Darkvision (Su) The shadow savant gains the see in darkness ability. A shadow savant must have the shadow sight talent or naturally have darkvision to select this talent.

This ability alters vigilante talents.

Semi-Real Doppelganger (Su) At 5th level, whenever a shadow savant uses their shadow clone ability, they can reduce the amount of shadow copies they summon by 2 to instead summon one semi-real shadow copy. This semi-real shadow copy shares the ability scores, feats, skills, saving throws, hit dice, class abilities, and level of the shadow savant, although it cannot cast spells, use spell-like abilities (unless they are usable at will), or use the class features which have limited uses per day (such as shadow clone). A semi-real shadow copy is an illusion (shadow) [shadow] effect and can interact with objects, being treated as though it has a strength score of the shadow savant's for the purpose of how much weight it can manipulate, and possesses a sense of sight, touch, smell, feel, and taste. A semi-real shadow copy has a functioning copy of all non consumable magical items the shadow savant possessed when creating it (except for items with limited uses), although if any items leave the shadow copy's possession, those items fade away after 1 round.

A semi-real shadow copy has hit points equal to 1/5 of the shadow savant's when they were created, and all damage the semi-real shadow copy deals is reduced by 1/2. If a semi-real shadow clone's hit points are reduced to 0, it fades away and the shadow savant takes nonlethal damage equal to the semi-

real shadow copy's original hit points. Semi-real shadow clones are treated as undead for how negative and positive energy affect it, and cannot take full round actions.

This ability replaces startling appearance.

Real Doppelganger (Su) At 11th level, whenever a shadow savant uses their shadow clone ability, they can reduce the amount of shadow copies they summon by 3 to instead summon either two semi-real shadow copies or one real shadow copy. A real shadow copy is treated as a semi-real shadow copy except it uses its full strength to interact with objects, has hit points equal to 1/2 of the shadow savant's when they were created, and can take full round actions. The damage a real shadow copy deal is not halved, and if its hit points are reduced to 0, it fades away and the shadow savant takes lethal damage equal to 1/2 the real shadow copy's original hit points. This ability replaces frightening appearance.

Multi Doppelganger (Su) At 17th level, whenever a shadow savant uses their shadow clone ability, they can reduce the amount of shadow copies they summon by 4 to instead summon either three semi-real shadow copies or a semi-real and real shadow copy. This ability replaces stunning appearance.

Shadow Legion (Su) At 20th level, whenever a shadow savant uses their shadow clone ability, they can reduce the amount of shadow copies they summon by 6 to instead summon either four semi-real shadow copies, two semi-real and one real shadow copy, or two real shadow copies. This ability replaces vengeance strike.



SYMBIOTIC SLAYER

There is strength in numbers, at least that's the opinion of a symbiotic slayer. Bonding with a creature beyond their understanding, a symbiotic slayer draws in the power of their symbiote, providing it with a host to ensure the survival of both of them.

Symbiosis (Ex) At 1st level, a symbiotic slayer forms a union with a symbiote, the symbiotic slayer becoming its host. A symbiote is a tiny ooze-like familiar (use a rat's statistics except it doesn't gain a bite attack and all of its movement speeds are reduced to 0 ft.), and is an aberration. As a standard action, a symbiotic slayer can manifest their symbiote (a symbiotic slayer cannot gain the quick change^{UI} or instant change^{UI} social talents), causing their symbiote to cover their body (the amount that the symbiote covers is determined by the symbiotic slayer, but it always at least covers part of their face); this counts as the symbiotic slayer entering their vigilante identity. A symbiotic slayer can end their symbiote's manifestation as a full round action, returning to their social identity as long as their symbiote isn't dominant (see below).

A symbiote has an alignment chosen by the symbiotic vigilante, and its alignment must be at least 1 step removed from the alignment of the symbiotic slayer's social identity and cannot be good. The symbiote's alignment is treated as the alignment of the symbiotic slayer's vigilante identity, and it cannot be damaged or targeted unless it is manifested. While the symbiote is manifested, all damage dealt to the symbiotic slayer is instead dealt to their symbiote, and if its hit points are reduced to 0 or lower, it becomes dormant and cannot be manifested until its hit points are raised above 0. If the symbiote would be killed or removed from the symbiotic slayer's body, the symbiotic slayer can spend 8 hours to draw the remnants of the symbiote from their body and restore it to life. The symbiotic slayer and their symbiote are considered the same creature for area of effect damage, and the symbiote is immune to mind-affecting effects.

A symbiote may choose to manifest itself against its host's will during times of stress. Anytime the symbiotic slayer is in their social identity, they may be forced to switch after suffering a critical hit or failing a Fortitude save. In these situations the symbiotic slayer must make a DC 20 Will save; if they fail, on the symbiotic slayer's next turn, the symbiote forces them to spend a standard action to manifest it (at 7th level, this changes to an immediate action). For each symbiote talent the symbiotic slayer possesses, the DC of this save increases by 1. A symbiote must be manifested for its host to use symbiote talents.

This ability alters dual identity and replaces vigilante specialization.

Symbiote Archetype (Ex) At 1st level, the symbiote gains the symbiote familiar archetype^{PF} listed below. Unlike a normal familiar, abilities from the symbiote archetype are tied to its

host's symbiotic slayer level; if their host gains a level in another class, the features from this familiar archetype do not advance.

Dependency (Ex) A symbiote requires a host to live and cannot leave its host's body. A symbiote is unable to be targeted separately, and dies if its host dies. If its host is returned to life, the symbiote is returned to life as well.

Draining Bond (Ex) At 1st level, whenever the symbiote takes enough damage to make it go dormant, its host can sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of damage done to the symbiote. Also whenever its host recovers hit points from a spell, spell-like ability, or supernatural effect, the host can choose to instead recover its symbiote's hit points as a free action. This ability replaces improved evasion.

Ego (Ex) Unlike other familiars, a symbiote has an ego score equal to the symbiotic slayer's level as though it was an intelligent item. In cases where a symbiote and its host come into conflict, a symbiote can attempt to exert its dominance (see Intelligent Items). In the case of a failed personality conflict, the symbiote only remains dominate for 1 hour instead of 1 day, taking complete control of its host's body and mind. The host is unaware of anything that the symbiote does while it is dominate, allowing it full access to all abilities its host possesses. For every symbiote talent its host possesses, the symbiote's ego score increases by 1. While the symbiote is dominant, it loses its immunity to mind-affecting effects and all mind-affecting effects to which their host is subjected are suppressed.

For each hour the symbiote is continually manifested, its ego increases by 1. If the symbiote gains an amount of ego equal to 1/2 its host's symbiotic slayer level + their Charisma modifier in this fashion (minimum 1), it becomes dominate as though its host failed a personality conflict until all ego gained from manifesting is lost. Ego gained in this fashion is lost at the rate of 1 per hour as long as the symbiote is not manifested or it is dominant. While dominated, a symbiote must be manifested, and it can choose to end its manifestation and dominance as a full round action. If a symbiote is made dormant or chooses to end its dominance while it is dominant, it loses all ego gained in this fashion.

This ability replaces share spells.

Telepathic Bond (Ex) At 1st level, a symbiote can telepathically communicate with its host and has access to all of its host's memories. This ability replaces empathetic bond.

Tough Manifestation (Ex) At 1st level, whenever the symbiote is manifested, its host gains a +1 natural armor bonus. At 5th level and every 4 levels thereafter, this natural armor bonus increases by +1 (up to a maximum of +5 at 17th level). This ability replaces natural armor adjustment.

Weakness (Ex) The symbiote possesses a vulnerability to a single energy type (acid, cold, electric, or fire). This energy type is chosen at 1st level and cannot be changed. While manifested, its host also gains this vulnerability.

Genius Symbiote (Ex) At 3rd level and every 3 levels thereafter, the symbiote's Intelligence increases by 1. This ability replaces deliver touch spells.

Empowering Manifestation (Ex) At 5th level, whenever the symbiote is manifested, it and its host gains a +1 morale bonus to attack rolls. At 10th level and every 5 levels thereafter, this morale bonus increases by +1. This ability replaces speak with master.

Instant Manifestation (Ex) At 7th level, a symbiote can be manifested as an immediate action. This ability replaces speak with animals of its kind.

Stalwart Manifestation (Ex) At 11th level, whenever the symbiote is manifested, if it or its host successfully makes a Fortitude or Will saving throw against an effect that has a reduced or partial effect on a successful saving throw (such as the *shout* spell), the host instead is unaffected by the effect. This ability replaces spell resistance.

Fearful Manifestation (Ex) At 13th level, whenever a foe within 30 ft. of its host sees a symbiote manifest, they must make a Will saving throw ($10 + \frac{1}{2}$ the host's character level + the symbiote's intelligence modifier) or be frightened for 1 round. On a successful save, the foe is instead shaken for 1 round. This ability replaces scry on familiar.

Symbiote Talents (Ex) A symbiotic slayer can select any of the following vigilante talents in addition to general vigilante talents; symbiote talents are marked with the [symbiote] tag.

Aquatic Symbiote (Ex) [symbiote] The symbiotic slayer gains a swim speed of 30 ft. At 6th level, the symbiotic slayer can breathe while in water. At 10th level, the symbiotic slayer ignores pressure underwater.

Armored Symbiote (Ex) [symbiote] Whenever the symbiotic slayer manifests their symbiote, they can decide to treat it as a set of light armor with an armor bonus of +6 and no max dex bonus, armor check penalty, or arcane spell failure chance. At 6th level and every 4 levels afterwards, this armor bonus increases by +1.

Bestial Symbiote (Ex) [symbiote] The symbiotic slayer gains a bite attack and two claw attacks that deal 1d6 and 1d4 damage respectively; these natural attacks are treated as primary natural attacks. At 6th level and every 4 levels thereafter, these natural attack deal an additional +1 damage.

Buffering Symbiote (Ex) [symbiote] Whenever the symbiotic slayer manifests their symbiote, it gains a number of temporary hit points equal to their symbiotic slayer level + their Constitution modifier (minimum 1). These temporary hit points last until their symbiote is no longer manifested or they are lost, and recover at a rate of 1 per minute as long as their symbiote is not manifested. For every 2 symbiote talents the symbiotic slayer possesses (including this one), they recover an additional temporary hit point per minute. At 10th level, they instead gain a number of temporary hit

points equal to their symbiotic slayer level + two times their Constitution modifier (minimum 1).

Cloaking Symbiote (Ex) [symbiote] The symbiote slayer can alter the way light reflects against their symbiote and dampens the sound of their movements as a move action. This works as *invisibility*, except that the cloaking is easier to notice, halving the bonus on Stealth checks (+10 while moving and +20 while perfectly still). However, the dampened presence allows the symbiotic to avoid automatic detection via blindsense and blindsight. At 6th level and every 4 levels thereafter, this stealth bonus increases by +1. A symbiotic slayer must be 4th level or higher to select this talent.

Corrosive Symbiote (Ex) [symbiote] The symbiotic slayer coats themselves and all natural weapons and manufactured weapons created by symbiote talents in a thin layer of acid. All creatures that come into contact with the symbiotic slayer take 1d6 acid damage, and all weapons created by symbiote talents deal an additional +1d6 acid damage. At 8th level and every 8 levels thereafter, this acid damage increases by +1d6.



Constricting Symbiote (Ex) [symbiote] The symbiotic slayer gains Improved Grapple as a bonus feat even if they do not meet the prerequisites for it. At 6th level, the symbiotic slayer gains the strangle ability and forces any creature they have grappled to hold their breath or begin to suffocate. At 10th level, they gain the smother ability.

Dual Minded (Ex) Whenever the symbiotic slayer makes a Will saving throw, they can roll twice, taking the better result. The symbiotic slayer cannot use this talent when engaged in a personality clash with their symbiote. A symbiotic slayer must be 10th level or higher to select this talent.

Elongated Symbiote (Ex) [symbiote] The symbiotic slayer's natural reach increases by 5 ft. A symbiotic slayer must be 10th level or higher to select this talent.

Entangling Symbiote (Ex) [symbiote] A number of times per day equal to the symbiotic slayer's Constitution modifier (minimum 1), they can tear off a piece of their symbiote and throw it at a foe, treating it as a thrown weapon with a range increment of 20 ft. and targets a creature's touch AC. If this piece of the symbiote hits, it deals 1d6 + the symbiotic slayer's Charisma modifier bludgeoning damage and entangles the target as though it was a tanglefoot bag (although it entangles a creature regardless of size). At 4th level and every 2 levels thereafter, increase the damage this talent deals by +1d6. If the symbiotic slayer has the buffering symbiote talent, they can sacrifice 5 temporary hit points to use this talent an additional time per day.

Healing Symbiote (Ex) [symbiote] A number of times per day equal to the symbiotic slayer's Constitution modifier (minimum 1), they can spend a swift action to grant their symbiote fast healing equal to their Constitution modifier for 1 minute. A symbiotic slayer must be 8th level or higher to select this talent.

Living Disguise (Ex) The symbiotic slayer can create any form of mundane outfit as a full-round action without manifesting it (although they can use this talent if their symbiote is manifested), treating the symbiote as though it was a set of *living garments*^{ARG}. This does not grant any disguise bonus, only the vigilante's style of outfit. At 6th level, this talent also functions as *disguise self* as an extraordinary ability, physically changing the appearance of the symbiotic slayer. If the symbiotic slayer has killed a humanoid creature with a manufactured or natural weapon gained from a symbiote talent, they can take that creature's form with this talent.

Muted Weakness (Ex) The symbiotic slayer reduces the additional damage done by their symbiote's vulnerability by 10%. At 6th level and every 4 levels afterwards, the additional damage done by the symbiote's vulnerability is reduced by an addition 10%, losing it entirely at 18th level.

Noxious Symbiote (Ex) [symbiote] The symbiotic slayer can spend a swift action to make their symbiote reek, causing all creatures within 30 ft. of them to make a Fortitude saving throw or be sickened for a number of rounds equal to their Constitution

modifier. Creatures that successfully save cannot be affected by this talent for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The symbiote continues to reek until the symbiotic slayer spends a full round action to end this effect.

At 12th level, a creature who fails a save against this talent is also nauseated for 1 round, and this talent affects creatures normally immune to poison, although they gain a +4 circumstance bonus on their saving throws. A symbiotic slayer must be 6th level or higher to select this talent.

Reactive Symbiote (Ex) [symbiote] Whenever a foe enters a square adjacent to the symbiotic slayer, they must make a Reflex saving throw or taking piercing damage equal to ½ the symbiotic slayer's level + their Constitution modifier, taking half damage on a successful save. At 10th level, all foes who enter a square within 10 ft. of the symbiotic slayer must make a Reflex saving throw or take damage.

Rending Symbiote (Ex) [symbiote] Whenever the symbiote hits with two claw attacks gained through symbiote talents, it deals 1d10 + 1 ½ their Strength modifier damage. At 12th level, the symbiotic slayer can rend if they hit with a claw attack and a bite attack gained through symbiote talents and increase the damage dealt to 1d12 + two times their strength modifier. A symbiotic slayer must have the bestial symbiote talent and be 8th level or higher to select this talent.

Released Symbiote (Ex) [symbiote] Whenever the symbiotic slayer manifests their symbiote, they can choose to let their symbiote become dominant as though they failed a personality clash. If they choose to do so, their symbiote is treated as 1 higher for the purpose of determining its symbiote familiar archetype abilities. In addition, the symbiote slayer treats themselves as 1 levels higher for the purpose of determining the effects of their symbiote talents.

Using this talent increases the symbiote's ego by 1 as though it had been manifested for an hour. At 6th level and every 4 levels thereafter, the symbiotic slayer and symbiote increase their effective level for their symbiote familiar archetype and symbiote talents while using this talent by 1. This talent can allow the symbiotic slayer and their symbiote to count as higher than 20th level for the purpose of their symbiote talents and symbiote archetype.

Resistant Symbiote (Ex) [symbiote] The symbiotic slayer selects 1 type of energy (acid, cold, electric, fire, or sonic), gaining resistance to that energy equal to ½ their level, although they cannot select a type of energy to which they are vulnerable. This vigilante talent can be selected multiple times, each time either granting a new resistance or improving an old one. If the symbiotic slayer select the same element two times, at 12th level, they are instead immune to that element.

Sensory Symbiote (Ex) [symbiote] The symbiotic slayer gains blindsense out to 15 ft. At 10th level, this blindsense increases

to 30 ft. and the symbiotic slayer gains blindsight 15 ft. At 16th level, the symbiotic slayer's blindsense increases to 60 ft. and their blindsight increases to 30 ft. A symbiotic slayer must be 4th level or higher to select this talent.

Subterranean Symbiote (Ex) [symbiote] The symbiotic slayer gains a burrow speed of 30 ft. At 6th level and every 4 levels thereafter, this burrow speed increases by 10 ft. At 12th level, the symbiotic slayer gains the earth glide ability.

Surging Symbiote (Ex) [symbiote] The symbiotic slayer can spend a swift action to gain a +2 alchemical bonus to either their Strength or Dexterity score for 1 minute. Once this effect ends, the symbiotic slayer is fatigued for 10 minutes. If the symbiotic slayer uses this talent while they are fatigued, they are instead exhausted for 1 hour. The symbiotic slayer cannot use this talent while they are exhausted. At 8th level and every 8 levels thereafter, this alchemical bonus increases by +2.

Sustaining Union (Ex) The symbiotic slayer no longer needs to eat to survive. At 6th level, the symbiotic slayer no longer needs to drink to survive. At 10th level, the symbiotic slayer no longer needs to breathe to survive.

Symbiotic Empowerment (Ex) The symbiotic slayer gains a +2 alchemical bonus on Strength and Dexterity checks (except initiative checks) and treats their strength score as though it was 2 higher for the purpose how much they can lift and carry. At 6th level and every 4 levels thereafter, this alchemical bonus and the symbiotic slayer's effective strength for lifting and carrying increases by +2. Also if the symbiotic slayer is missing any limbs, while their symbiote is manifested, they can choose to replace those limbs with their symbiote.

Unconscious Awakening (Ex) Whenever the symbiotic slayer is put to sleep or knocked unconscious, their symbiote manifests as an immediate action if it wasn't previously manifested, taking control of them as though it was dominate. If the symbiotic slayer was knocked unconscious by being reduced to -1 or fewer hit points, they are treated as though they possessed the Diehard and Deathless Initiate^{APG} feats. Using this talent increase the symbiote's ego by 1 as though it had been manifested for an hour.

Weaponized Symbiote (Ex) [symbiote] The symbiotic slayer can force a section of it to harden as a swift action, forming up to two appropriately sized manufactured melee or ranged weapons with which they are proficient. Weapons formed

with this talent have a hardness equal to $\frac{1}{2}$ the symbiotic slayer's level and hit points equal to two times their symbiotic slayer level, and the symbiotic slayer can create an amount of ammunition from their body equal to $\frac{1}{2}$ their symbiotic slayer level + their Constitution modifier per round. Also weapons formed with this talent gain a +1 enhancement bonus to attack and damage rolls. At 5th level and every 4 levels thereafter, this enhancement bonus increases by +1 (to a maximum of +5 at 17th level). At 10th level, the damage die of weapons formed with this talent increases by 1 step. A symbiote slayer can only maintain up to two weapons at a time, and a weapon that leaves their possession instantly melts into nothingness after 1 round.

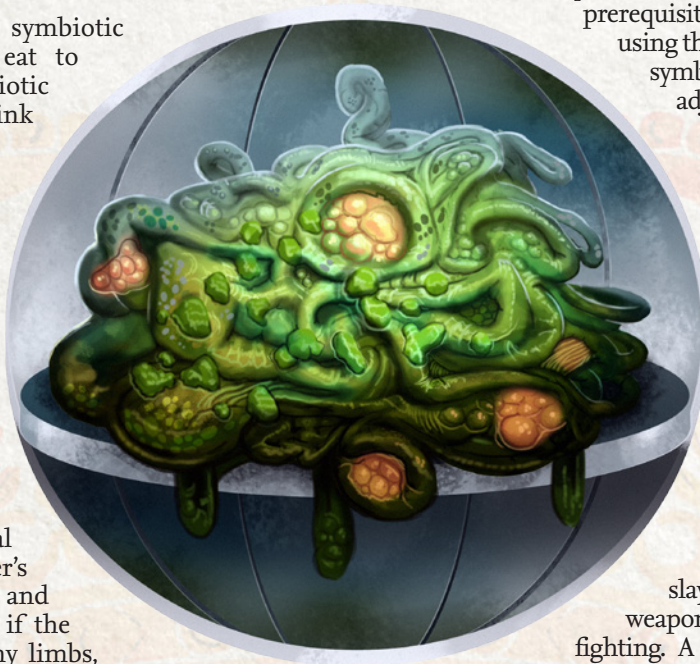
Whip Symbiote (Ex) [symbiote] The symbiotic slayer gains Improved Whip Mastery^{UC} as a bonus feat. At 8th level, he symbiotic slayer gains Greater Whip Mastery^{UC} as a bonus feat.

The symbiotic slayer does not need to meet the prerequisite for these bonus feats. While using the Greater Whip Mastery^{UC} feat, the symbiotic slayer does not need to be adjacent to their foe to tie them up, and is always treated as pinning them for the purposes of this combat maneuver check. The symbiotic slayer can maintain a number of whips equal to their Constitution modifier (minimum 1) at a time, and all whips that leave their possession instead last for a number of minutes equal to their Constitution modifier (minimum 1) before melting into nothingness, although creatures other than the symbiotic slayer cannot use them as weapons. The symbiote slayer also treats these whips as light weapons for the purpose of two-weapon fighting. A symbiotic slayer must have the weaponized symbiote talent to select this talent.

Winged Symbiote (Ex) [symbiote] The symbiotic slayer can grow a set of wings as a swift action, gaining a fly speed of 30 ft. with average maneuverability. At 10th level, this increases to 60 ft. and good maneuverability. A symbiotic slayer must be 6th level or higher to select this talent.

This ability alters vigilante talents.

Perfect Symbiosis (Ex) At 20th level, a symbiotic slayer and their symbiote are in perfect harmony, allowing the symbiotic slayer to regain dominance as a free action. While their symbiote is manifested, the symbiote and symbiotic slayer gain DR/— equal to the amount of symbiote talents they possess and can roll twice while confirming critical hits threatened by natural or manufactured weapons gained through symbiote talents, taking the better result. This ability replaces vengeance strike.



VILLAINOUS SOCIAL TALENTS

"I can't believe it, I've made a new friend! They make me feel stronger, like I can do anything. Sometimes they're a bit too controlling, but they listen to me and makes me happy! I just hope mother doesn't mind them, they seems so nice. I've been alone for so long, it feels good to finally have a friend who understands me..." Kareena Ratika, amateur arena fighter

Unlike other, less-refined adventurers, vigilantes are aware of how to act in a social setting, using cunning and guile to survive in less wild environments. Masters of civility, vigilantes can change from bringers of death to experienced host in the blink of an eye. Trained in both social and physical combat, most hold themselves with a grace that would make others question any possible relation to the more intense vigilante identity of which they keep, using wit as a weapon where spell and steel would be less effective.

Accomplished Duelist (Ex) The vigilante can select 1 vigilante talent they know, being able to use it while in their social identity without requiring a Disguise check. At 7th level and every 4 levels afterwards, the vigilante can select an additional vigilante talent with this ability. A vigilante must be 3rd level or higher to select this talent.

Always Prepared (Ex) Whenever the vigilante attempts a skill check that would normally take a penalty without the proper tools (but can still be attempted), they are treated as though they had those tools. If the vigilante makes a skill check involving tools which they possess, they can treat those tools as though they were masterwork, increasing the circumstance bonus granted by tools of masterwork quality by +2.

Assumption (Ex) The vigilante gains the assumption class feature of the master spy prestige class, although this ability only last for 1 week, the vigilante can only use it once per week, and treats it as an extraordinary ability. A vigilante must be 13th level or higher to select this talent.

Gauge Talent (Ex) The vigilante can select either Bluff, Diplomacy, Perception, Profession (gambler), or Sense Motive. As a full round action, the vigilante can make their chosen skill check (the DC being 10 + the target's hit dice + their ranks in the skill the vigilante is studying) to study a target, getting a general sense of how many ranks they have in that skill. At 6th level and every 6 levels afterwards, they can select an additional skill, although they must make a separate check for each skill.

0-5 ranks: Easy mark

6-10 ranks: Normal mark

11-15 ranks: Hard mark

16+ ranks: Not a mark

Hidden Mind (Ex) The vigilante gains the hidden mind class feature of the master spy prestige class, treating it as an extraordinary ability. A vigilante must be 15th level or higher to select this talent.

Identity Thief (Ex) Whenever the vigilante kills a humanoid creature, they can make a DC 20 Heal check to remove that creature's face as long as that creature has not been dead for more than 24 hours. If they do so, they can spend 8 hours crafting a mask of that creature's face (possibly preserving that creature's face as a mask), granting them a +10 circumstance bonus on Disguise checks to appear as that creature. This talent does not work if the vigilante is not a humanoid or monstrous humanoid unless they can alter their form into a humanoid shaped one, and the mask must be made within 1 day of removing the creature's face (*gentle repose* can extend this time).

Show Off (Ex) The vigilante gains the Performance Weapon Mastery^{UC} and one performance feat of their choice. They must meet all prerequisites of the chosen performance feat except for Dazzling Display. A vigilante can select this talent multiple times, each time gaining a new performance feat.



Social Assassination Talents (Ex) The vigilante can select the following assassin talents from the Legendary Assassin prestige class: another face in the crowd, lost in the crowd, or quick comeback. A vigilante can gain this talent multiple times, each time gaining a different assassin talent, but must be 8th level or higher to select lost in the crowd.

Stage Duelist (Ex) The vigilante gains the Master Combat Performance^{UC} feat. At 8th level they gain the Masterful Display^{UC} feat. The vigilante must meet the prerequisites for these feats except for Dazzling Display.

Unbound Ethics (Ex) The vigilante's social identity and vigilante identity are no longer required to be within 1 step of each other.

VILLAINOUS VIGILANTE TALENTS

"That man keeps coming around, trying to get close to me and mother. I smile when he smiles, but there is no love between us. The only love I know is for my only friend, the one who keeps me alive, the one who gives me a reason to live. I just hope this lovestruck simpleton doesn't try to take things any further, or else my friend might have to deal with him..." Kareena Ratika, rising star of the arena

Vigilantes live and die by their skills in combat, and none are greater than their vigilante talents. The skills of a vigilante are far beyond those of their lesser adventurers, mastering techniques which would take years from a less competent combatant. From refining their bodies to their magical abilities, there are few things beyond the reaches of a skilled vigilante. Only the most stalwart of warriors can tap into such powers, allowing vigilantes to leave their less skilled brethren in the dust.

Advanced Grip (Ex) Whenever the vigilante wields a melee weapon in one hand, they deal additional damage equal to $\frac{1}{2}$ of their Strength modifier, and offhand attacks are treated as though they weren't offhand for the purpose of the Power Attack feat.

Beast Brethren (Ex) The vigilante gains Natural Soul^{FP} and Animal Ally^{FP} as bonus feats.

Beastmaster (Ex) The vigilante gains Boon Companion^{AAC} as a bonus feat and can select an animal companion as though they were a druid instead of a ranger. A vigilante must have an animal companion and be 4th level or higher to select this talent.

Bloody Wrath (Ex) The vigilante gain a +2 to attack and damage rolls whenever suffering from a bleed effect, the rush of adrenaline empowering them. As a swift action, they can cut themselves as long as they have something sharp on hand, taking 1 bleed damage per round. At 8th level this bonus increases to +4 and 3 bleed damage, and at 16th increases to +6 and 5 bleed damage.

Brutal Bulwark (Ex) Whenever the vigilante is wielding a weapon, they can designate all adjacent squares as difficult terrain for their foes. At 10th level, they can instead designate all squares within 10 ft. of themselves as difficult terrain.

Chain Lasher (Ex) The vigilante gains proficiency with spiked chains and can treat them as a reach weapon, and can make attacks with a spiked chain within their natural reach while treating it as a reach weapon. At 10th level, the vigilante gains a +2 on attack and damage rolls made with spiked chains.

Critical Violence (Ex) The vigilante can select 1 light weapon, increasing its critical range by 1 and changing its critical multiplier to 2x (if it wasn't already). This increase stacks with Improved Critical and the Keen weapon enhancement, although it is applied last. At 12th level, the weapon's critical threat range is increased by an additional 1. A vigilante must be 6th level or higher to select this talent.



Critical Virtuoso (Ex) The vigilante gains Critical Focus and Improved Critical as bonus feats, even if they do not meet the prerequisites for them, and they treat their vigilante level as their base attack bonus for the purpose of qualifying for feats which have Critical Focus as a prerequisite. They can also ignore the fighter level prerequisite for the Critical Mastery and Critical Versatility^{APG} feats. A vigilante must be 8th level or higher to select this talent.

Death Dealer (Ex) The vigilante gains the death attack class feature of the assassin prestige class, except they can attempt a death attack with a ranged weapon as long as they are within 30 ft of a target. The DC of this death attack is equal to 10 + 1/2 the vigilante's class level + their Charisma modifier. At 12th level, the vigilante only needs to study their target for 2 rounds. At 16th level, the vigilante only needs to study their target for 1 round. If the vigilante has the sniper^{UI} talent, they can attempt a death attack from any range. Only a stalker vigilante can select this talent and they must be 8th level or higher to select this talent.

Death Incarnate (Ex) The vigilante gains the quiet death class feature of the assassin prestige class. At 14th level, they gain the swift death class feature, being able to use it an additional time per day at 18th level. Only a stalker vigilante can select this talent and they must have the death dealer talent and be 10th level or higher to select this talent.

Dirty Fighter (Ex) The vigilante gains Greater Dirty Trick^{APG} as a bonus feat, though they do not have to meet the prerequisites for this feat. At 8th level, the vigilante gains the Quick Dirty Trick^{UC} feat. A vigilante must have the favored maneuver (dirty trick)^{UI} and be 4th level or higher to select this talent.

Dirty Genius (Ex) The vigilante gains Dirty Trick Master^{BOG} as a bonus feat, though they do not have to meet the prerequisites for this feat. At 12th level, whenever the vigilante uses their Quick Dirty Trick^{UC} feat, their foe must also make a Fortitude saving throw or suffer an additional penalty as though they had failed their save against the savage dirty trick^{COB} rage power. A vigilante must have the dirty fighter talent and be 8th level or higher to select this talent.

Ground and Pound (Ex) The vigilante gain a +2 bonus to damage rolls when attacking a prone foe. This bonus increases to +4 at 8th level and +6 at 16th level.

Improved Familiar (Ex) The vigilante gains Improved Familiar as a bonus feat treating their vigilante level as their arcane caster level, and their improved familiar retains the speak with animals of its own kind ability, allowing it to take familiar archetypes which would exchange this. A vigilante must have a familiar and be 6th level or higher to select this vigilante talent.

Intimidating Taunt (Ex) The vigilante can make an Intimidate check as a swift action against a foe to demoralize them. Whenever the Vigilante successfully demoralizes a foe, that foe takes a penalty on attack rolls equal to the vigilante's Charisma modifier (minimum 1) on attack rolls which don't include the vigilante as a target for the duration of the demoralization. If the vigilante possesses the Dazzling Display feat, they can use this talent with that feat.

Lethal Locks (Su) The vigilante gains the prehensile hair^{UM} hex (using their Charisma modifier in place of their Strength for attack and damage rolls and in place of their Intelligence for how much weight it can manipulate), although they can treat the attack granted from this talent as a manufactured weapon for the purposes of how often they can attack with it. This talent can be used indefinitely, ignoring the normal restriction on how often it can be used, and it is treated as a primary natural attack (although it doesn't deal 1 1/2 times the vigilante's Strength modifier if it is their only natural attack). At 6th level and every 4 levels afterwards, the damage die of this talent increases by 1 step (to a maximum of 2d6 at 18th level).

Lone Survivor (Ex) When the vigilante selects this talent, they must also select a number of allies up to their Charisma modifier. These allies must agree to be selected, and can revoke this permission at anytime as a free action, but can be magically coerced into agreeing. The vigilante can spend 1 day to change the allies selected for this talent. Whenever one of the selected allies is either reduced to 0 hit points or lower or killed within 60 ft. of the vigilante, the vigilante gain a +1 morale bonus to attack and damage rolls, saving throws, and 10 temporary hit points. These bonuses and temporary hit points last until either the vigilante's ally's hit points are no longer below 0 or 1 minute has passed, whichever comes first.

If another ally is reduced to 0 hit points or killed while the vigilante is benefiting from this talent, these temporary hit points and duration of this talent are refreshed, lasting until all allies selected with this talent are no longer below 0 hit points or 1 minute has passed since this talent was last activated, whichever comes first. At 8th level, this morale bonus increases to +2 and they gain 20 temporary hit points. At 14th level, the morale bonus increases to +3 and they gain 30 additional hit points.

Magic Killer (Ex) The vigilante disregards the miss chance granted by spells or spell-like abilities such as *darkness*, *blur*, *invisibility*, *obscuring mist*, and spells when used to create concealment effects (such as a wizard using *permanent image* to fill a corridor with illusory fire and smoke). When facing a creature protected by mirror image or similar effects, the vigilante can immediately pick out the real creature from its figments.

At 6th level, the vigilante can make a single attack as an attack action, at the end of a charge action, with the Vital Strike feat, or iaijutsu slash class feature [Imperial Archetypes], ignoring any bonuses to Armor Class granted by spells (including spell trigger or spell completion effects created by magic items such as wands or potions). If the vigilante deals damage to a creature with this attack, they also instantly and automatically dispel all that opponent's spells and spell effects that grant a bonus to Armor Class.

Magical Limit Break (Ex) The vigilante gains a 7th level spell slot. This spell slot can be used for any spell the vigilante can cast, as well as a metamagic version of a spell which they possess. If the vigilante has the Tactical Research talent [Intrigue Archetypes] for a spell list with 9th level spells, they instantly learn a spell of the level of the spell slot they gained with this talent. At 20th level, this talent can be selected a second time, granting them an additional 7th level slot as well as an 8th level spell slot. If a vigilante would gain bonus spell slots due to having a high ability modifier, they gain them for spell slots gained through this talent. A vigilante must have the spell casting class feature and be able to cast 6th level spells from the vigilante class to select this talent.

Martial Versatility (Ex) The vigilante gains Barroom Brawler^{ACG} as a bonus feat, though they do not have to meet the prerequisites for this feat. At 6th level and every 4 levels afterwards, the vigilante gains an additional use of this feat. The vigilante can choose to spend 2 uses of this feat to gain two feats instead of one at a time.

One Punch Assault (Ex) As a full round action, the vigilante can make a single unarmed strike with a -2 penalty, dealing two times as much damage. At 6th level, this penalty is reduced by 1 and the vigilante can use this talent as a standard action or at the end of a charge action. Only an avenger vigilante can select this talent.

One Punch Master (Ex) Whenever the vigilante uses their one punch hero talent, the penalty is reduced by 1 and they deal three times as much damage. At 14th level, the vigilante rolls their attack roll twice, taking the better result. A vigilante must possess the one punch assault talent and be 10th level or higher to select this talent.

Panache Pool (Ex) The vigilante gains the panache class feature, treating their vigilante level as their effective swashbuckler level.

Panache Talent (Ex) The vigilante gains 1 deed as though they were a swashbuckler^{ACG} or Legendary Swashbuckler of their vigilante level. The vigilante's level must be equal to or greater than the level at which a swashbuckler would receive the deed they select. A vigilante must have the panache pool talent to select this talent, and this talent can be selected multiple times.

Ranged Adept (Ex) The vigilante gains the Point-Blank Shot and Precise Shot feats. At 6th level, they gain the Point-Blank Master^{APG} feat. The vigilante doesn't need to meet the prerequisite for these feats.

Rip and Tear (Ex) The vigilante gains proficiency with the ripsaw glaive^{GOG}, being able to pull the cord on it as a swift action and re-wrap the cord as a move action. Whenever they wield a ripsaw glaive, the vigilante can treat it as though it had the trip ability, gaining a +2 on trip attempts with it while the blade is spinning. At 6th level and every 4 levels afterwards, the ripsaw glaive deals an additional +1 damage while the blade is spinning and an additional +1 on trip attempts, up to +6 damage and +6 to trip attempts at 18th level.

Smoke Bomber (Ex) The vigilante gains the smoke bomb^{UC} ninja trick. They do not need to spend *ki* to use this talent, being able to use it a number of times per day equal to their Charisma modifier + 1/4 their vigilante level (minimum 1). At 12th level, the vigilante can spend an additional use of this talent to treat their smoke bomb as the poison bomb^{APG} alchemist discovery.



Superb Blade (Ex) The vigilante gains Weapon of the Chosen^{ACG} as a bonus feat, treating any weapon with which they have the Weapon Focus feat as their deity's favored weapon. At 6th level, they gain Improved Weapon of the Chosen^{ACG} as a bonus feat, and at 10th level they gain Greater Weapon of the Chosen^{ACG}. The vigilante does not need to meet the prerequisites for these feats. A vigilante must have Weapon Focus to select this talent.

Supernatural Shutdown (Ex) Whenever the vigilante successfully attacks an unaware creature with their hidden strike, the vigilante can select 1 supernatural ability the foe possesses of which they are aware (if the vigilante does not know of a supernatural ability the foe possesses, one is selected randomly), suppressing that ability for 1 round. At 6th level and every 4 levels thereafter, this ability is suppressed for an additional round. Only a stalker vigilante can select this talent.

Stylish Combatant (Ex) The vigilante gains Performing Combatant^{UC} as a bonus feat, though they do not have to meet the prerequisites for this feat, and if they make a successful performance check in combat while being observed by others, they no longer need to make a disguise check to avoid their identity being revealed when using a vigilante talent. A vigilante must have the show off social talent to select this talent.

Sweeping Shot (Ex) The vigilante gains Ranged Trip^{RTT} as a bonus feat. At 6th level they gain the Ace Trip^{WMH} feat, and if they possess the Rapid Shot feat, they can use that feat with the Ace Trip^{WMH} feat. The vigilante does not need to meet the prerequisites for these feats.

Unconventional Arsenal (Ex) The vigilante gains the Catch Off-Guard feat and when they attack with an improvised weapon, the vigilante can choose to be treated as though they possessed the Vital Strike feat. If they do, objects with less than 10 hardness gain the broken conditions if they deal damage. A broken object with less than 10 hardness used with this talent is destroyed after dealing damage. At 8th level, the vigilante is treated as though they possessed the Improved Vital Strike feat, and at 16th level they are treated as though they possessed the Greater Vital Strike feat. A vigilante must have the environmental weapon^{UI} talent to select this talent.

Vigilante Assassin Talents (Ex) The vigilante can select the following assassin talents from the Legendary Assassin prestige class: amazing kill, brutal assassin, close in killer, crippling spell, critical expertise, destructive spell, explosive action, necromantic adept, or stranglehold (this talent cannot be used with a [submission] or [technique] talent). A vigilante can select this talent more than once, each time selecting a different assassin talent, and treats their hidden strike as sneak attack for the purpose of interacting with these abilities. A vigilante treats their assassin level as their vigilante level -5 for any assassin talent which has a level prerequisite, and the purposes of any level dependent effects.

Wall Crasher (Ex) Whenever the vigilante makes a single attack at the end of a charge action, they can attempt a bull rush as a free action; this does not provoke an attack of opportunity. If the vigilante forces their foe into a solid object or wall with this movement, the foe stops as normal. However, the momentum of the movement crushes the foe against it, dealing an amount of bludgeoning damage equal to 2d6 + the vigilante's Strength modifier. The vigilante also gains a circumstance on Strength checks equal to 1/2 their level on attempts to break down a door, wall, or similar structure. At 10th level, this bludgeoning damage increases to 3d6 + 1 1/2 their Strength modifier. A vigilante must be 6th level or higher to select this talent.

War Sight (Ex) The vigilante gains the war sight revelation from the battle mystery, treating it as an extraordinary ability.

Wicked Locks (Su) The vigilante gains the constrict ability of the white-haired witch^{DEP} and deals 1 1/2 times their Charisma modifier on attacks made with their prehensile hair. At 10th level, they gain the trip ability of the white-haired witch^{DEP} archetype. At 14th level, they gain the strangle ability of the white-haired witch^{DEP}. A vigilante must have the lethal locks talent and be 6th level or higher to select this talent.

VILLAINOUS VIGILANTE FEATS

"She's dead...oh well, I guess it had to happen sometime. I didn't expect the man to snap like that, but accidents happen. I suppose I won't be seeing him again. Or maybe I will, maybe he'll come to finish me off next. If he does, I'll welcome it, but I'm sure he 'loves' me too much to do something stupid like that..." Kareena Ritka, last of the Ratika line

The following feats are designed especially to work with vigilantes and their unique abilities, though other creatures or characters able to duplicate a vigilante's skills also may take these feats.

ADDITIONAL SHADOW

Your shadows flow from your inner power.

Prerequisite: Shadow copy class feature.

Benefit: Whenever you use your shadow copy class feature, you create an additional shadow copy.

ADDITIONAL INVINCIBILITY

Your armor sheds the mightiest blows.

Prerequisite: Armored invincibility class feature.

Benefit: You gain an additional use of your armored invincibility class feature.

Special: You can select this feat multiple times, each time gaining an additional use of your armored invincibility class feature.

CHARISMATIC CASTER

In your secret identity, you dabble in magical music and bardic spells.

Prerequisite: Cabalist^{UI}, warlock^{UI}, or zealot^{UI} 1st.

Benefit: You now cast as a spontaneous caster (if you didn't already), using the bard's spells known to determine how many spells you know, as well as no longer needing a spellbook to prepare your spells. You also use your Charisma modifier instead of your Intelligence or Wisdom modifier to determine your ability to cast spells, bonus spells, spell DCS, and other related spell effects.

Special: This feat must be selected at 1st level, or before your first level of cabalist, warlock, or zealot. A cabalist, warlock, or zealot can choose to gain this feat in place of their 1st level social talent. A zealot who takes this feat also uses their Charisma in place of their Wisdom for all abilities related to their inquisition.

Special: You cannot select this feat if you possess the Genius Vigilante feat.

EGO LIMITER

Your symbiote is more subservient to you than normal.

Prerequisite: Symbiosis class feature

Benefit: Reduce the ego of your symbiote by 1. At 5th level and every 4 levels thereafter, reduce your symbiote's ego by an additional 1.

Special: A symbiotic slayer can choose to gain this feat in place of their 1st level social talent.

EXPLOSIVE BOLTS

Your mystic bolts strike with explosive force.

Prerequisite: Warlock^{UI} 5th.

Benefit: Whenever you use your mystic bolts as a ranged attack, if you successfully hit a foe with a mystic bolt, you can choose for it to deal splash damage to all adjacent squares to the target (equal to the minimum damage of the mystic bolt), allowing a Reflex saving throw (10 + 1/2 your vigilante

level + your Charisma modifier) to halve the damage. You can select 1 square while dealing splash damage; that square is not subjected to splash damage.

Special: If you have the Genius Vigilante or Wise Vigilante feats, you instead use your Intelligence or Wisdom modifier to determine the saving throw for this feat.

EXTRA SHADOW CLONES

Creating shadowy duplicates is simplicity itself for you.

Prerequisite: Shadow clone class feature.

Benefit: You gain two additional uses of your shadow clone class feature.

EXTRA SOCIAL TALENT

You are a master of social situations.

Prerequisite: Vigilante 1st or character level 5th.

Benefit: You gain a social talent. If you do not have the dual identity class feature or another class feature which gives you a second identity, you cannot select social talents which require a second identity. If you do not have a second identity, you are always treated as though in your social identity for the purpose of social talents, although you cannot select the social grace^{UI} social talent.

Special: You can select this feat multiple times, each time selecting a different social talent.

FORBIDDEN VIGILANTE KNOWLEDGE

You delve into powers beyond the capacity of other dilettantes and dabblers.

Prerequisite: Magical limit break vigilante talent, spellcasting class ability which removes access to spells.

Benefit: You are treated as though the 7th level spells of your spell list were on your spell list (a cabalist would gain access to 7th level witch^{APG} spells).

Special: If you select the magical limit break vigilante talent a second time, you also treat 8th level spells of your spell list as though they were on your spell list.

GENIUS VIGILANTE

Your intellect empowers your vigilante tricks.

Prerequisite: Vigilante 1st.

Benefit: You use your Intelligence instead of your Charisma for any vigilante ability you gain, such as the save DCs of your vigilante talents or the bonus spells, spell save DCs, and spell effects of spellcasting or alchemy and other abilities gained from vigilante archetypes.

Normal: A vigilante uses their Charisma modifier to determine the save DCs of their social and vigilante talents.

Special: This feat must be selected at 1st level, or before your 1st level of vigilante. A vigilante can choose to gain this feat in place of their 1st level social talent.

Special: You cannot select this feat if you possess the Charismatic Caster or Wise Vigilante feat.

HIDDEN SNEAK

You strike with deadly effectiveness when you catch foes off guard.

Prerequisite: Hidden strike +1d8 or sneak attack +1d6.

Benefit: Whenever you would make an attack against a foe who are unaware of your presence, who consider you an ally, or who are made flat-footed by your startling appearance class feature, you gain a +1 circumstance bonus on attack and damage rolls against that foe until the beginning of your next round. At 9th level and again at 17th level, this circumstance bonus increases by +1.

Special: If you have the hidden strike class feature, your hidden strike is considered equivalent to a sneak attack with the same number of dice for the purpose of meeting prerequisites or using abilities that depend on sneak attack

Special: If your hidden strike would normally deal 1d8 damage with the attack, the circumstance bonus on damage rolls increases to +2.

INJECTED INFUSIONS

You are always ready to inflict your infusions on others.

Prerequisite: Alchemy class feature, infusion discovery.

Benefit: You can place your infusions or mutagen into needles, injecting them into creatures. Using an injection normally takes the same action as an infusion, but does not require the creature's mouth to do, allowing you to use injections on another creature as a standard action even if they are helpless, requiring a touch attack to do so.

MAGICAL TRANSFORMATION

Your magical power transforms you.

Prerequisite: Magical child^{UI} 3rd.

Benefit: You gain the powerful transformation class feature of the outrageous lyricist archetype.

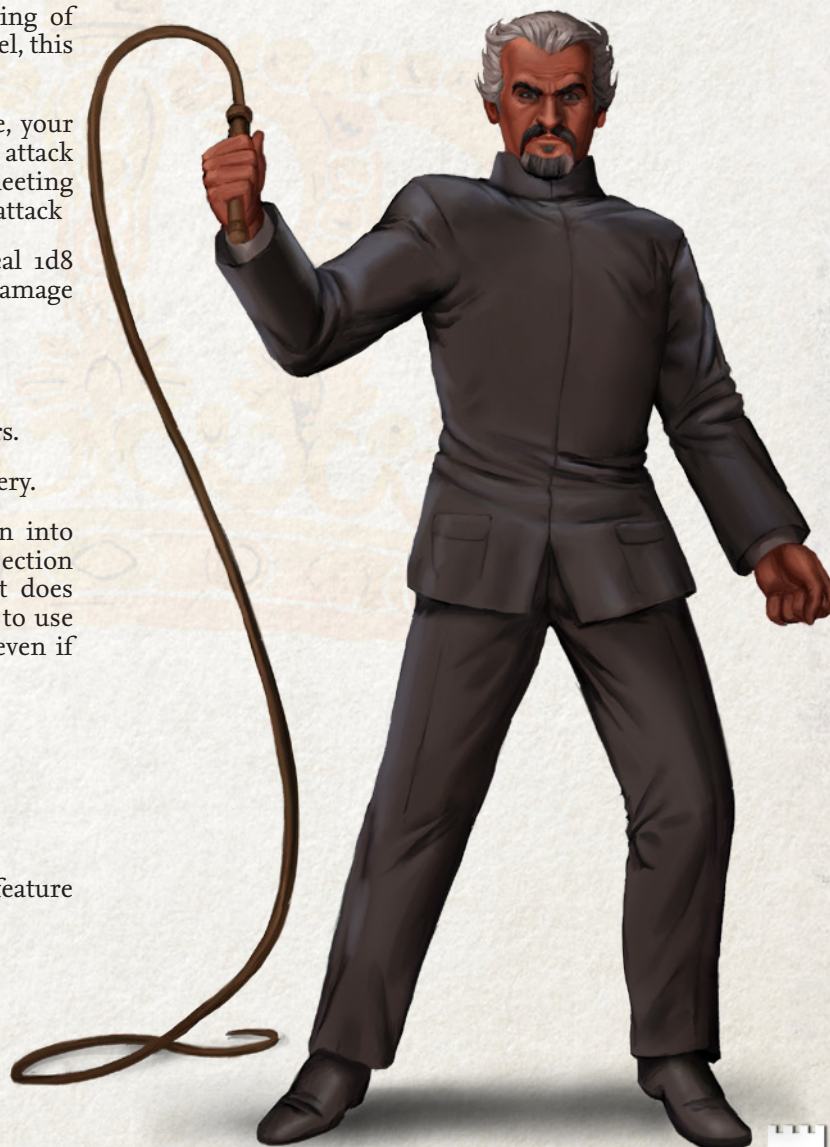
MYSTIC ACCURACY (COMBAT)

Your mystic bolts are deadly accurate.

Prerequisite: Mystic bolts class feature.

Benefit: You deal additional damage when attacking with mystic bolts equal to half of your Intelligence modifier (minimum +1), and you can apply the Deadly Aim, Piranha Strike^{STLC} and Power Attack feat to attacks made with them even if they are touch attacks (due to the piercing bolts class feature). If you have the Clustered Shots^{UC} feat, you can total the damage from all hits before applying an opponent's energy resistance.

Special: If you have the Genius Vigilante feat, the bonus to damage from that feat increases to your full Intelligence modifier (minimum +1). If you have the Charismatic Caster feat, the bonus to damage from this feat increases to your full Charisma modifier (minimum +1) instead of half your Intelligence modifier. If you have the Wise Vigilante feat, the bonus to damage from this feat increases to your full Wisdom modifier (minimum +1) instead of half your Intelligence modifier.



SHIFTING WEAKNESS

You can manipulate the biology of your symbiote to render it less vulnerable to harm.

Prerequisite: Symbiotic Slayer 5th.

Benefit: Once per week, you can spend 8 hours to change your symbiote's vulnerability to another energy type.

Normal: You cannot change your symbiote's vulnerability.

SNIPER BOLTS

Your mystic bolts can strike at distant foes.

Prerequisite: Mystic bolts class feature.

Benefit: Increase the range of your mystic bolts by 15 ft. At 6th level and every 6 levels afterwards, the range of your mystic bolts increases by another 15 ft.

SPLASH SNIPER (COMBAT)

Even splash weapons can catch your foes off guard and vulnerable.

Prerequisite: Hidden strike +1d8 or sneak attack +1d6.

Benefit: You can deal hidden strike or sneak attack damage with a splash weapon, although the damage die of the hidden strike or sneak attack is reduced by 1 step. The attack must qualify for dealing hidden strike or sneak attack damage (such as against a flat-footed or unaware target), and be directed at a creature rather than a square. Also when you throw a splash weapon, if only a single creature is providing soft cover to your target, your target does not receive the +4 bonus to AC.

Normal: You cannot deal hidden strike or sneak attack damage with a splash weapon.

Special: Hidden strike and sneak attack damage is unaffected by the Concentrated Splash^{RTT} feat.

VIGILANTE CASTING SAVANT

You are a master of magic and treacherous tricks and talents.

Prerequisite: Vigilante 5th, must have an archetype with the alchemy or spellcasting class feature.

Benefit: You gain a vigilante talent.

Special: You cannot select this feat if you possess the Vigilante Savant feat.

VIGILANTE SAVANT

Your talents are many and varied in your various guises.

Prerequisite: Vigilante level 7th.

Benefit: You gain a vigilante talent, treating your vigilante level as half when determining for which vigilante talents you can select with this feat.

Special: You cannot select this feat if you possess the Vigilante Casting Savant feat.

VIOLENT CHILD

You blend the magical with the martial.

Prerequisite: Magical child 1st.

Benefit: Add 1 spell per spell level from the magus^{UM} spell list to the unchained summoner^{PU} spell list with the magical child^{UI} vigilante archetype.

Special: A magical child can choose to gain this feat in place of their 1st level social talent. This feat can be selected multiple times, each time adding 1 new spell per level.

WISE VIGILANTE

Your contemplative insight and indomitable will rule your talents.

Prerequisite: Vigilante 1st.

Benefit: You use your Wisdom instead of your Charisma for any vigilante ability you gain, such as the save DCs of your vigilante talents or other abilities gained from vigilante archetypes except for spellcasting or alchemy.

Special: This feat must be selected at 1st level, or before your first level of vigilante. A vigilante can choose to gain this feat in place of their 1st level social talent.

Special: You cannot select this feat if you possess the Genius Vigilante feat.

PRESTIGE CLASS: CRIMSON DREADNOUGHT

"How easy it is to lure in my prey to feed my friend. A kind word here, a smile there, and soon enough they're all too happy to give themselves to me. I suppose I should feel bad, but my friend has to eat too, and what are their lives when compared with keeping me happy?" Kareena Ratika, serial killer and scourge of the desert kingdoms

The enforcers of nobility, crimson dreadnoughts are beholden to their sovereign above all else, having no other thought in their head except working the the service of their liege. Empowered by those with the right to rule, crimson dreadnoughts are given the power by their masters to accomplish great things in their name, although the process of becoming a crimson dreadnought leaves most completely

loyal to those whom they serve. While the vast majority of crimson dreadnoughts are female (often chosen from the most beautiful and deadly), there are sometimes extremely rare exceptions, although male crimson dreadnoughts are generally seen as less desirable to most royalty, the ruination of a young girl far more desirable to their sadistic taste.

Role: A crimson dreadnought knows their role in life, serving with a single mindedness that would drive others to insanity. Their minds are tempered to an incredible degree, leaving them as dreadnoughts. Some consider them to no longer be mortal, their lives extended by their devotion to their cause and their masters, proving to be unbreakable in the face of the horrors of reality.

Alignment: None who would take on the crimson dreadnought would be what could be considered good, and even those who would do so unknowingly have any and all kindness drilled out of them. Chaotic behavior is often also undesirable, leaving only those with a decidedly dark view of the world to survive the process. The best among the crimson dreadnoughts follows orders without attempting to do harm needlessly, while the vilest among them seem to take a quiet glee in the atrocities often asked of them.

Hit Die: d10

REQUIREMENTS

To qualify to become a crimson dreadnought, a character must fulfill all of the following requirements:

Base Attack Bonus: +3

Skills: Intimidate 5 ranks, Knowledge (nobility) 5 ranks

Alignment: Lawful evil or neutral evil

Special: Heavy armor proficiency

Special: Must be in the service of a monarch or other person in a position of great power, such as a bishop or tribe leader.

The crimson dreadnought's class skills are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (history), Knowledge (nobility), Profession (Wis), Ride (Dex), and Sense Motive (Wis).

TABLE: CRIMSON DREADNOUGHT

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+1	+0	+1	Crimson identity, royal edict, scarred loyalty +1
2nd	+2	+1	+1	+1	Vigilante talent
3rd	+3	+2	+1	+2	Emotionless, scarred loyalty +2
4th	+4	+2	+1	+2	Vigilante talent
5th	+5	+3	+2	+3	Armored immortality, scarred loyalty +3

Skill Ranks per Level: 4 + Int modifier.

Weapon and Armor Proficiencies A crimson dreadnought gains proficiency with all martial weapons.

Crimson Identity (Su) For a crimson dreadnought, individuality is meaningless in the service of their liege. A crimson dreadnought gains Nameless One^{AA} as a bonus feat in a grueling ritual which bonds them to a set of masterwork heavy armor of their choice, changing the color of their armor to an upsetting blood red hue. Rather than replacing their face slot, their armor becomes tied to this feat, although it can still be enhanced normally. The entire set of armor is connected to this feat, and the crimson dreadnought loses their old identity, simply becoming another of their order. If their original identity is established, they can request atonement from their liege, treating it as though it was the atonement spell (this also removes any negative levels they gained from this feat), although most whom would employ a crimson dreadnought would see this as a failure, punishing them accordingly.

Royal Edict (Ex) A crimson dreadnought carries themselves with the authority of their liege, emanating power and domination. They gain a circumstance bonus to Diplomacy, Intimidate, and Sense motive checks equal to their crimson dreadnought level in any place in which their liege is recognized.

Scarred Loyalty (Su) The process of becoming a crimson dreadnought is brutal, involving heating the crimson dreadnought's armor while they are inside of it until the crimson dreadnought inside of it is horribly burned. Doing so toughens the crimson dreadnought's skin, granting them a +1 natural armor bonus, a +1 profane bonus on saving throws against good and/or chaotic aligned spells, and they can sleep with their armor on without becoming fatigued. At 3rd level and again at 5th level, this natural armor bonus and profane bonus both increase by +1. The process makes removing the armor all but impossible without killing the crimson dreadnought, requiring a *greater restoration* spell or stronger magic to do so, but doing so removes their natural armor and profane bonuses. Regaining these bonuses requires the crimson dreadnought to take fire damage equal to five times their crimson dreadnought level while wearing a set of heavy armor to recreate their disfigurement.



Vigilante Talent (Ex) At 2nd level and again at 4th level, a crimson dreadnought gains a vigilante talent, treating their crimson dreadnought level as their vigilante level with the avenger vigilante specialization for the purpose of which talents they can select. If the crimson dreadnought already has a vigilante level and/or vigilante specialization, they add their crimson dreadnought level to their vigilante level to determine which vigilante talents they can select.

Emotionless (Ex) At 3rd level, a crimson dreadnought slowly loses the emotions they once possessed, focusing their mind even further. They gain a +2 bonus on Will saving throws against mind-affecting effects, and once per day a crimson dreadnought can roll twice while attempting a Will saving throw against a mind-affecting effect, taking the better result.

Armored Immortality (Su) At 5th level, the bond between a crimson dreadnought and their armor is beyond any other, leaving others to wonder if a crimson dreadnought can truly be killed. Two times per day as a swift action, a crimson dreadnought wearing their armor gains fast healing 5 for 1 minute. If the crimson dreadnought's hit points fall to 0 or lower, this ability activates instantly if they have any uses of it left that day, allowing them to act as though they had the Diehard and Deathless Initiate^{APG} feats while benefiting from this fast healing.

VIGILANTE VARIANT MULTICLASSING

"There's no ties to this place, no ties to anything. I am, and I will do what I want. If the Dark Star comes for me, I will cut him down and feast upon his blood. I will do what is needed to stay happy, and none shall stand in my way. I almost hope he comes for me, it would be nice to see just how far he's come..." Red Love, Slayer of the Blood Sand

This optional system allows a character to trade out half their feats in order to gain the benefits of a secondary class. These rules enable characters to gain many of the benefits of multiclassing without sacrificing advancement in their primary classes, and creates opportunities to explore novel character concepts, such as a barbarian whose rage stems from being afflicted by the gods with an oracle's curse and revelations.

Under the standard rules, multiclassing can lead to a wide disparity in character ability. With this system, each character can choose a secondary class at 1st level that they train in throughout their career, without giving up levels in their primary class. Once selected, this choice is permanent (though if using the retraining rules, the secondary class can be retrained by paying half the cost of retraining all their class levels). A character who selects this option doesn't gain feats at 3rd, 7th, 11th, 15th, and 19th levels, but instead gains class features from their secondary class as described on **Table:**

Multiclass Character Advancement. It is probably a good idea to use either this variant system or normal multiclassing, but it's possible for the two systems to be used together. In a game using both systems, a character can't take levels in the secondary class she gains from this variant. See *Pathfinder Unchained* for more details on variant multiclassing.

VIGILANTE

A character who selects vigilante as their secondary class gains the following secondary class features:

3rd At 3rd level, they gain the dual identity and seamless guise class feature, although seamless guise only grants the vigilante a +10 circumstance bonus on disguise checks.

7th At 7th level, they gain a social talent. For the purpose of which social talent they can select, their effective vigilante level is equal to half their character level, but for the purpose of the social talent's effect, their effective vigilante level is equal to their full character level.

11th At 11th level, they gain a vigilante talent. For the purpose of which vigilante talent they can select, their effective vigilante level is equal to half their character level, but for the purpose of the vigilante talent's effect, their effective vigilante level is equal to their full character level.

15th At 15th level, they gain the startling appearance class feature.

19th At 19th level, they gain the frightening appearance class feature.

VILLAINOUS VIGILANTE MAGIC ITEMS

"Information on Red Love? Why the hell would you go after someone like that? You know she eats people, right? And you're still interested in finding here? Normal cost of information is 500 gold, but for this? 2,000 gold, and you don't tell anyone you learned it here." Kallen Telos, owner of the Gunpowder Scorpion

The following magic items are of particular use to vigilantes, although they may prove valuable to those who simply wish to emulate their powers.

BRACERS OF MYSTIC POWER PRICE 2,000 GP (+1)

8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), 50,000 (+5)

Slot wrists; **CL** 5th; **Weight** 1 lb.

Aura faint evocation

These dark silver bracers flow with an unearthly light, shining softly when used. If the wearer has the mystic bolts class feature, these bracers grant an enhancement bonus of +1 to +5

on attack and damage rolls made with mystic bolts. For each +1 enhancement bonus these bracers provide, they also allow the wearer to ignore up to 3 points of acid, cold, electric, or fire energy resistance on attacks with their mystic bolts (a +2 *bracers of mystic power* would ignore up to 6 acid, cold, electric, or fire energy resistance).

CONSTRUCTION REQUIREMENTS COST 1,000 GP (+1), 4,000 GP (+2), 9,000 GP (+3), 16,000 GP (+4), 25,000 GP (+5)

Craft Wondrous Item, *magic weapon*, creator's caster level must be at least three times the amulet's bonus

DASTARD'S SMOKE PELLETS PRICE 250 GP

Slot none; **CL** 3rd; **Weight** --

Aura faint enchantment

These small black pellets contain a special smoke that allows their user to blend into the shadows. A character can throw a smoke pellet to the ground as a swift action to flood a 20 ft radius with smoke, causing all creatures inside of it to make a DC 14 will save or lose their memory of the last minute. If a creature possesses the dual identity class feature or a class feature that alters it, they can attune a *dastard's smoke pellet* to themselves over 24 hours, increasing the DC to 10 + 1/2 their character level + their Charisma modifier. A creature can only attune one *dastard's smoke pellet* in this fashion at a time.

CONSTRUCTION REQUIREMENTS COST 125 GP

Craft Wondrous Item, *mindwipe*^U

FALSE FRIEND GLOVES PRICE 3,000 GP, 12,000 GP

Slot hands; **CL** 1st; **Weight** 1 lb.

Aura faint enchantment

These fine silk gloves can cast *charm person* once per day as a touch attack (DC 12), often as a handshake. The first attack made against anyone charmed by the wearer of these gloves receives a +5 circumstance bonus on the attack and damage roll. If the wearer possesses the dual identity class feature, they can attune the *false friend gloves* to themselves over 24 hours, increasing the DC to 10 + 1/2 their character level + their Charisma modifier. Stronger gloves exist which allow the wearer to instead use *charm monster*.

Gloves with additional uses of *charm person* or *charm monster* can be made (up to 5 uses), reach additional use adding +1,000 gp to the price of the *false friends gloves* (+3,000 gp for additional uses of *charm monster*).

CONSTRUCTION REQUIREMENTS COST 1,500 GP (CHARM PERSON), 6,000 GP (CHARM MONSTER)

Craft Wondrous Item, *charm person*, *true strike*

SAMPLE VIGILANTE VILLAIN

KAREENA RATIKA / RED LOVE

"There's a lot of suffering in this world, so what's a little more? Hearing you scream is the only thing that makes me happy, and don't I have a right to be happy? So be good, and make sure to be nice and loud, or I'll make sure to go after your family next..." Red Love, slayer of the Crimson dreadnoughts

XP 25,600

Human vigilante 14 (symbiotic slayer)

NE (social identity) / CE (vigilante identity) Medium humanoid (human)

Init +2; Senses Perception +19

DEFENSE

AC 21, touch 13, flat-footed 19 (+8 armor, +1 deflection, +2 Dex)

hp 108 (14d8+42)

Fort +9, Ref +13, Will +15

OFFENSE

Speed 30 ft.

Reach 10 ft.

Melee bite +13 (1d6+12, 20/x2) and claw (2) +13 (1d4+12, 20/x2)

Ranged +1 adaptive composite longbow +13/+8 (1d8+4, 20/x3)

Special Attacks rending symbiote (1d12+8 damage)

TACTICS

Before Combat Before most encounters, Kareena will manifest her symbiote and activate her released and surging symbiote talents to boost her Strength, altering her statistics in the following ways:

Symbiote Manifested Statistics

AC 26, touch 13, flat-footed 24 (+8 armor, +1 deflection, +2 Dex, +5 natural)

Melee bite +17 (1d6+16, 20/x2) and claw (2) +17 (1d4+16, 20/x2)

Ranged +1 adaptive composite longbow +16/+11 (1d8+7, 20/x3)

Special Attacks rending symbiote (1d12+14 damage)

Str 25, Dex 14, Con 16, Int 8, Wis 14, Cha 10

Upon manifesting, Red Love will use their cloaking symbiote talent to stalk foes, attempting to engage them with a dirty trick to blind them, stalking foes they believe they can take down quickly.

During Combat Red Love will attempt to blind whomever they can, targeting any foe they have already blinded. They'll keep targeting a blind foe if possible,

attempting to blind as many creatures as she can. If their surging symbiote talent expires or they fear losing, they'll use their cloaking symbiote talent to try and escape.

Morale If Red Love is reduced to 10 or fewer hit points, they will attempt to negotiate a surrender while activating their healing symbiote talent, using the time to heal while they try to find a way to escape. While negotiating, Red Love will attempt to convince their foes they're an innocent victim, feigning a struggle to regain control against the symbiote.



STATISTICS

Str 19, **Dex** 14, **Con** 16, **Int** 8, **Wis** 14, **Cha** 10

Base Atk +10; **CMB** +14; **CMD** 20

Feats Dirty Fighting^{DTT}, Greater Dirty Fighting^{APG}, Improved Dirty Fighting^{APG}, Iron Will, Power Attack, Quick Dirty Trick^{UC}, Superior Dirty Trick^{DTT} (blinded), Vigilante Savant (healing symbiote)

Skills Acrobatics +19, Bluff +17, Disguise +17 (+37 vs having their identity discovered), Perception +19, Sense Motive +19, Stealth +19

Languages common

SQ frightening appearance (DC 16), seamless disguise, social talents (assumption, great renown^{UI}, identity thief, incredible renown^{UI}, many guises^{UI}, mockingbird^{UI}, renown^{UI}), startling appearance, symbiosis, unshakable, vigilante talents (bestial symbiote, cloaking symbiote, elongated symbiote, healing symbiote, released symbiote, rending symbiote, surging symbiote, winged symbiote)

Combat Gear *potion of lesser restoration* (3); **Other Gear** +1 *adaptive composite longbow*, +2 *breastplate*, *amulet of mighty fist* +1, *belt of giant strength* +2, *cloak of resistance* +2, *hat of disguise*, *headband of inspired wisdom* +2, *ring of protection* +1, *ring of sustenance*, 1,485 gp

RED LOVE (SYMBIOTE) STATISTICS

hp 54

Int 16

SQ dependency, ego (22), empowering manifestation (+2 att), fearful manifestation (DC 19), instant manifestation, life link, stalwart manifestation, telepathic bond, tough manifestation (+4 natural armor)

With someone like Nitha Ratika as her mother, Kareena came into the world with high expectations. The daughter of one of the most illustrious fighters ever to enter the arena, the young girl wasn't even expected to survive her first year, born into the world deathly ill. Each day she survived was considered a miracle, struggling until one day upon being visited by a member of the crimson dreadnoughts, her health dramatically improved. No one could understand why, but it seemed as though young Kareena had been given a second chance at life, her body surging with energy as though she was filled with another creature's life as well as her own.

Even as the young girl grew, her youth was plagued with her illness, causing her mother to wonder if she would be able to pass on her knowledge to Kareena. The isolation from being kept inside due to her sickness and the constant stress of her mother's quiet judgement was enough to drive Kareena to the brink of despair, spending many lonely

nights questioning if she had any reason to go on. On one such night, Kareena took a knife to her wrist, cutting herself deeply in desperation. But rather than bleeding, she found something else inside of her, a creature to whom she quickly drew attached. Without a word, it wrapped around her, warming her in a way she had never felt before. Without a name for it, she simply called it what she felt it was, forming her bond with the symbiote Red Love.

Around the same time she was getting better, her mother had decided to take on a student by the name of Rashid, a young man with a lot of potential. While she could see the way the young man looked at her, her affection was reserved for another, the symbiote which lived in her veins. Red Love was what kept her alive, urging her to be trained by the crimson dreadnoughts behind her mother's back, hearing its whispers in her ears as she trained. It was the only thing that truly cared about her, slowly allowing it more and more control over her body. The comfort she felt from Red Love surpassed anything she could have experienced without it, and she grew fearful of losing its favor.

Coming home one day, Kareena spotted the note the old woman had left, knowing full well what her mother had planned. Nitha was nothing if not a rotten old woman, and Kareena knew that her mother had feared the bond between herself and Red Love. If Nitha had done this, it meant she didn't think she could take down Kareena herself, sending the love struck Rashid to cut her down. The idea of it was enough to excite Kareena, deciding to leave a trail of bodies for Rashid to follow, finding herself and Red Love at the end of the bloody road. The last step of her initiation into the crimson dreadnoughts will be complete with the death of Rashid.

Cold and calculating, Kareena lacks even the most basic empathy for others, her emotions reserved for the reverie of letting Red Love dominate her body. While Kareena is willing to be civil with others, the same cannot be said for Red Love, eviscerating others the second it is given the chance. The two of them work in tandem to draw in victims, often leaving corpses in public places to make sure to draw Rashid's attention, toying with him as though it was all a game to the duo.

Boon: Kareena is a difficult person with which to deal, with a starting attitude of unfriendly. Any information on Rashid will grant a +5 circumstance bonus to Diplomacy checks against Kareena, and it requires a DC 35 Diplomacy check to shift Kareena's attitude to helpful. If made helpful, Kareena can be trusted to kill up to 5 non specific humanoids of CR 1 or lower, leaving their bodies in any location up to 1 mile from her current location. This display grants a +5 circumstance bonus on Intimidate checks for 1 week. Red Love starts with an attitude of hostile, attacking all creatures on sight unless they are aware of a deal between Kareena and the creature in question.

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