

Red Queen Adventure Path Plug-Ins

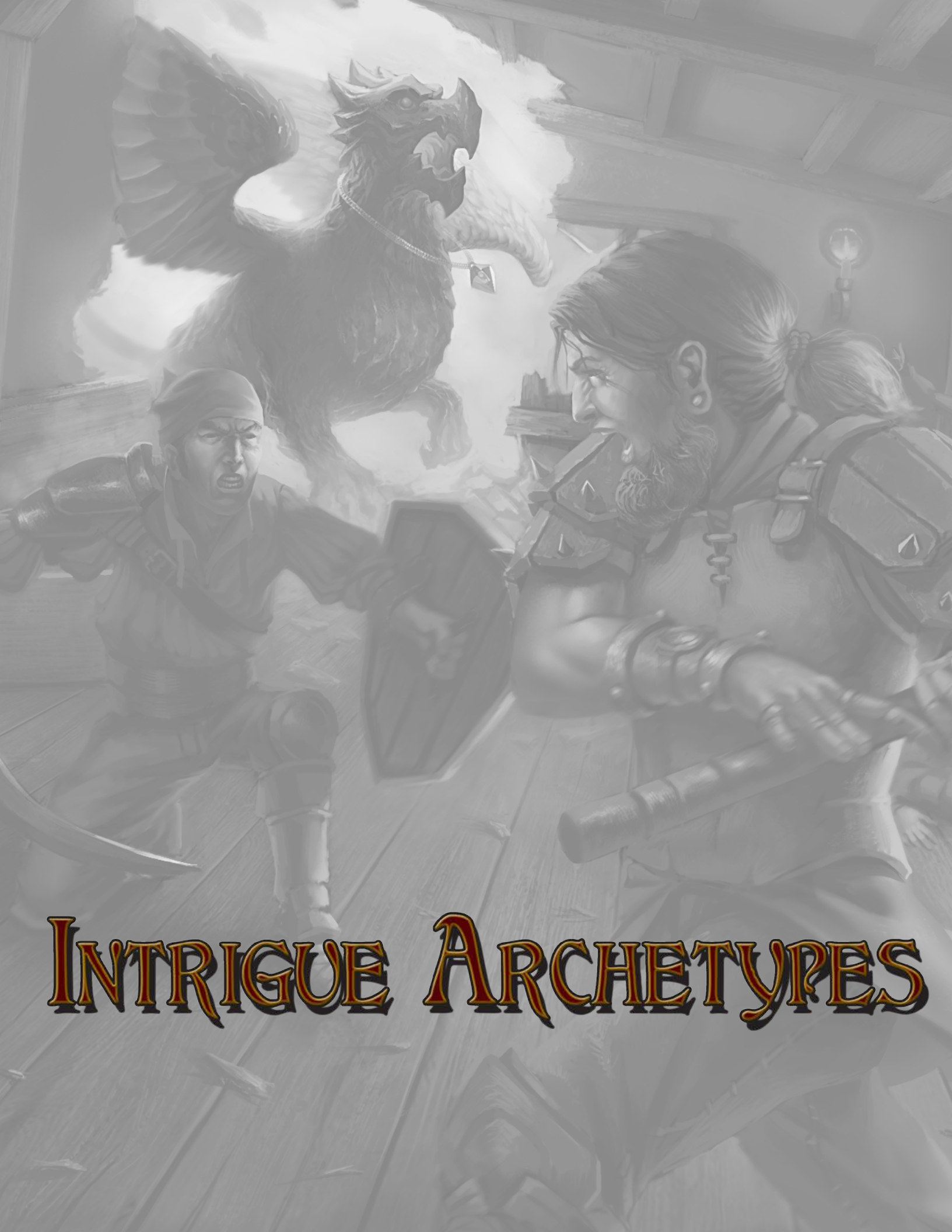


INTRIGUE ARCHETYPES



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

by N. Jolly, Jason Nelson,
Clinton J. Boomer, Jonathan H. Keith,
Julian Neale, and David N. Ross



INTRIGUE ARCHETYPES

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WHAT YOU WILL FIND INSIDE INTRIGUE ARCHETYPES

Intrigue Archetypes is the perfect addition to any Pathfinder game set against a backdrop of courtly intrigue, clever manipulation, and urban decay, crime, and corruption. This 40-page class supplement features 10 incredible new archetypes replete with panache and flair, from the **scheming priest** and **mastermind** psychic to the **trickshot sniper** vigilante, **wild card** swashbuckler, **spell hacker** wizard, and **cityscape hierophant** druid. Each has an incredible array of unique and flavorful abilities that will make urban adventuring come to life like never before. You'll also find over two dozen new intrigue and urban-focused feats and alternate class features like arcanist exploits, magus arcana, and vigilante talents, plus the metallomancy of the clever **coinmage** prestige class. Capping it all off, we bring you **The Grey Shadow**, a vengeful vigilante ready to use as an ally or adversary for your urban PCs while showing off some of the fantastic new options in this book. Your characters may delve the deepest dungeons and traverse the widest wilderness, but the siren song of the city calls, and when it's time to answer your characters will be ready! Add *Intrigue Archetypes* to your Pathfinder campaign today and **Make Your Game Legendary!**

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. 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

HEY, WHAT'S WITH THE ADVENTURE PATH PLUG-IN?

You will see us use phrases such as “Crimson Campaign” instead of the title of “Red Throne” adventure series (Adventure Path issues #7-12), re-released as a hardback compilation for the Pathfinder Roleplaying Game. Or, you may see us use names such as the “Crimon-Cursed Queen,” the “Cruel Crimelord,” the “People’s Hero,” the “Harrowed Spirit,” the “Goddess of Death,” or the “City of Vaults” instead of the proper names of specific characters or places from those adventures or gods from the world setting. While we can create compatible products under the Open Game License, we still have to be respectful of certain content Paizo owns. Because we want to be very respectful of their content and work in partnership with them, we use these “replacement phrases.” Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So, enjoy these pregenerated characters for use in your “Red Throne Adventure Path,” helping to unravel the mystery of the “Cursed Throne.” See, that wasn’t so hard, was it?

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.

ABOUT LEGENDARY GAMES

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games and coordinated by Jason Nelson. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

Visit us on Facebook, follow us on Twitter, and check out our website at www.makeyourgamelegendary.com.

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How We Did It

The following superscript notations are used to denote official *Pathfinder Roleplaying Game* rulebooks:

ACG = *Pathfinder Roleplaying Game: Advanced Class Guide*

AMH = Softcover companion handbook for mastering armor

APG = *Pathfinder Roleplaying Game: Advanced Player's Guide*

ARG = *Pathfinder Roleplaying Game: Advanced Race Guide*

AP₃₃ = The 33rd issue of the Pathfinder Adventure Path series.

AP₆₁ = The 61st issue of the Pathfinder Adventure Path series.

B₁ = *Pathfinder Roleplaying Game: Bestiary*

B₂ = *Pathfinder Roleplaying Game: Bestiary 2*

B₃ = *Pathfinder Roleplaying Game: Bestiary 3*

B₄ = *Pathfinder Roleplaying Game: Bestiary 4*

BOS = Softcover companion for characters with the power of shadow in their blood

COB = Softcover companion devoted to characters who champion the balance between good and evil

DTT = Softcover companion toolbox for characters using dirty tricks and tactics

GMG = *Pathfinder Roleplaying Game: GameMastery Guide*

GMG = Softcover companion for heroes whose are from the streets

ISI = Softcover guide to intrigue campaigns in the inland sea in the official Pathfinder campaign setting

ISR = Softcover guide to races of the inland sea in the official Pathfinder campaign setting

NPC = *Pathfinder Roleplaying Game: NPC Codex*

OA = *Pathfinder Roleplaying Game: Occult Adventures*

OO = Softcover companion for players exploring the origins of occult characters

POTS = Softcover guide to people from other planets or stars in the official Pathfinder campaign setting

PU = *Pathfinder Roleplaying Game: Pathfinder Unchained*

SMH = Softcover companion handbook for mastering spying

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*

UM = Softcover companion handbook for mastering weapons.

All of the above references can be found in the online Pathfinder Reference Document (paizo.com/pathfinderRPG/prd/) or at d20pfsrd.com. Traits were selected from the online *Character Traits Web Enhancement* as well as the player's guide for the Red Throne adventure path, both available free at paizo.com. Content used from any source other than the core rules is identified with an asterisk (*) or other superscript mark, as noted above.

The classical core of roleplaying games has been out in the wild and untamed frontier, whether dungeon crawls through deadly labyrinths, epic journeys through soaring mountain peaks and forlorn forests filled with frightful beasts, or sometimes delving into endless caverns and subterranean vaults, sailing the seven seas, or traversing the manifold planes of reality itself. Yet at the beginning or end of every adventure, there must be somewhere to call home. Heroes may venture far and wide in search of adventure, but few spend their entire lives as rootless vagabonds, and even itinerant wanderers need somewhere to sell their purloined loot and seek the counsel of the mighty. Whatever their backgrounds, all heroes must at some point venture into the city.

Cities have been an integral part of fantasy gaming from the very beginning as a source for trading and training if nothing else. Some cities are benevolent utopias where magic and a will to seek the common good has led to bliss and contentment for all... but these are the rare exceptions. Steeped both in the history of our world and the grimy and overcrowded truth of Earth's early cities, as well as both crime noir fiction, real-world examples of urban blight, and gritty postmodern sensibilities around corruption and intrigue, most fantasy cities are every inch the wretched hives of scum and villainy that you would think. Adventure aplenty can be found in cities, from the stinking sewers beneath to the highest halls of power, and only some of the challenges in an urban adventure can be solved with sword and spell.

The *Pathfinder Roleplaying Game Ultimate Intrigue* hardback introduced an array of rules especially tailored for running urban and intrigue-based adventures, building on earlier rule systems in *Pathfinder Roleplaying Game Ultimate Campaign*. These rules and concepts provide an interesting change of pace in between adventures out on the frontier in any campaign, or can form the nexus of an entire campaign of their own, such as in the official *Red Queen Adventure Path* and others. The rules elements in this book, including not only a wide array of archetypes but also evocative and exciting feats and alternate class features, provide you with terrific new options for characters who want to embrace the allure of urban adventure, and the sample NPC provides a ready-made ally or antagonist for the PCs, while also showing off some of the terrific new features included in this book.

Who needs a dungeon when danger is waiting right outside your door?

Intrigue Archetypes

The following class archetypes offer a ton of new options for characters wishing to focus on urban adventuring, or in navigating the deadly dance of intrigue often found in noble courts and merchant councils. In most cases the abilities they gain also retain some utility in other situations, but they will be most effective in campaigns where a significant portion of the PCs' time is spent in and around cities and engaging with NPCs.

For more information on using and selecting archetypes, see Chapter 2 in *Pathfinder Roleplaying Game Advanced Class Guide*.

CITYSCAPE HIEROPHANT (DRUID ARCHETYPE)

Where other druids seek the timeless rhythms of nature, your heart beats in time with the soul of the city, from the towering spires to the reeking sewers. You lurk in the shadows and alleys, roaming the rooftops and wandering faceless and unknown among the seething throng of surging life that is the city. You are its caretaker, though whether guardian or ruthless culler of the flock depends on your mood.

Class Skills: A Cityscape Hierophant does not gain Knowledge (geography), Knowledge (nature), Ride, and Swim as class skills but does gain Appraise, Bluff, Diplomacy, Knowledge (local), Knowledge (nobility), Linguistics, Sense Motive, and Stealth as class skills.

Spontaneous Casting: A Cityscape Hierophant can channel stored spell energy into domain spells that she has not prepared ahead of time. She can “lose” a prepared spell in order to cast any domain spell of the same level or lower. This ability replaces the ability to spontaneously cast *summon nature's ally* spells.

Weapon and Armor Proficiency: A Cityscape Hierophant is proficient with club, crossbows (all), dagger, dart, quarterstaff, and sap, and with all one-handed firearms. He is proficient with light armor and bucklers and may wield a metal shield without violating his druidic oaths.

Graffiti (Ex): A Cityscape Hierophant does not gain Sylvan as a bonus language, although she does gain a vulgar version of Druidic—often incorporated into painted symbols, strange fetishes crafted from the detritus of the alleys, or crude carvings etched into rusty doors—usable to communicate with other Cityscape Hierophants and with those woodland druids who encroach upon their turf. A Cityscape Hierophant can use *arcane mark* at will as an orison (in addition to his other orisons) and adds *glyph of warding* and *greater glyph of warding* to his class spell list.

Spirit Sense (Sp): At 1st level, a Cityscape Hierophant can detect the presence of undead; fey; outsiders; and astral, ethereal, or incorporeal creatures. This ability functions like *detect undead*, and the druid detects all of these creatures rather than trying to detect one kind. This replaces nature sense and wild empathy.

Urban Summons: A Cityscape Hierophant has limited summoning abilities, being able to summon only elementals (as normal for the spell, though he may summon water elementals only in a port or river city) and animals and certain other creatures native to urban areas, including the following: 1st-dire rat, dog, gremlin (grimple)^{B2}, oversized crow (statistics as eagle), owl, stirge; 2nd-giant spider, goblin dog, gremlin (jinkin)^{B2}, riding dog; 3rd-bat swarm, cockroach swarm^{B2}, dire bat, gremlin (vexgit)^{B2}, rat swarm, spider swarm; 4th-gargoyle, gray ooze, gremlin (nuglub)^{B2}, mephitis, murder of crows^{AP33}, otyugh, ratling^{B4}. He may cast *summon nature's ally* spells of higher level to summon more than one creature, summoning 1d3 creatures with a spell 1 level higher and 1d4+1 creatures with a spell 2 levels higher.

At the GM's option, a Cityscape Hierophant may also summon humanoids with his *summon nature's ally* spells, summoning typical NPCs as described in the *Pathfinder Roleplaying Game Gamemastery Guide* or *Pathfinder Roleplaying Game NPC Codex*: 1st-bandit, barmaid, city guard, pickpocket, townspeople; 2nd-beggar, drunkard, duelist for hire, mouthpiece of revolution, smuggler, street thug; 3rd-burglar, shifty noble, skilled sniper, wanderer, 4th-barkeep, dealer, guard officer, slaver, turnkey. These humanoids are treated exactly like other summoned creatures, and any possessions they bring when they arrive disappear when they do.

This alters the *summon nature's ally* spells.

Unnatural Bond: A Cityscape Hierophant may not select an animal companion. Instead, she must choose from the following domains, rather than those usually available to druids: Artifice (Construct subdomain only), Charm, Community, Darkness, Earth (Metal or Radiation subdomain only), Fire (Ash or Smoke subdomain only), Knowledge, Nobility, Trickery, or Weather.

In addition, a Cityscape Hierophant may choose to gain the Black Powder Inquisition^{UC} in place of a domain.

This replaces nature's bond.

Favored Terrain (Ex): At 2nd level, a Cityscape Hierophant treats urban areas as his favored terrain, as the ranger class feature. The Cityscape Hierophant's bonus from this ability begins at +2 and increases by 2 for

every 5 levels after 2nd, up to a maximum of +8 at 17th level. Unlike a ranger, he does not gain additional favored terrains. This replaces woodland stride and trackless step.

Resist Filth (Ex): At 4th level, a Cityscape Hierophant gains a +4 bonus on saves against disease and poison, including the effects of alcohol and drugs. This replaces resist nature's lure.

A Thousand Faces (Su): A Cityscape Hierophant gains this ability at 6th level.

Wild Shape (Su): A Cityscape Hierophant gains this ability at 8th level, and his effective druid level for this ability is equal to his actual druid level -4. In addition, for the purpose of selecting animal forms with this ability, a Cityscape Hierophant is considered familiar only with animals common in cities, such as those listed under urban summons, or common domestic animals such as birds, cats, dogs, and horses. If the city he inhabits has other common animals, such as lizards or monkeys, such animals are also familiar to him and can be used as wild shapes.

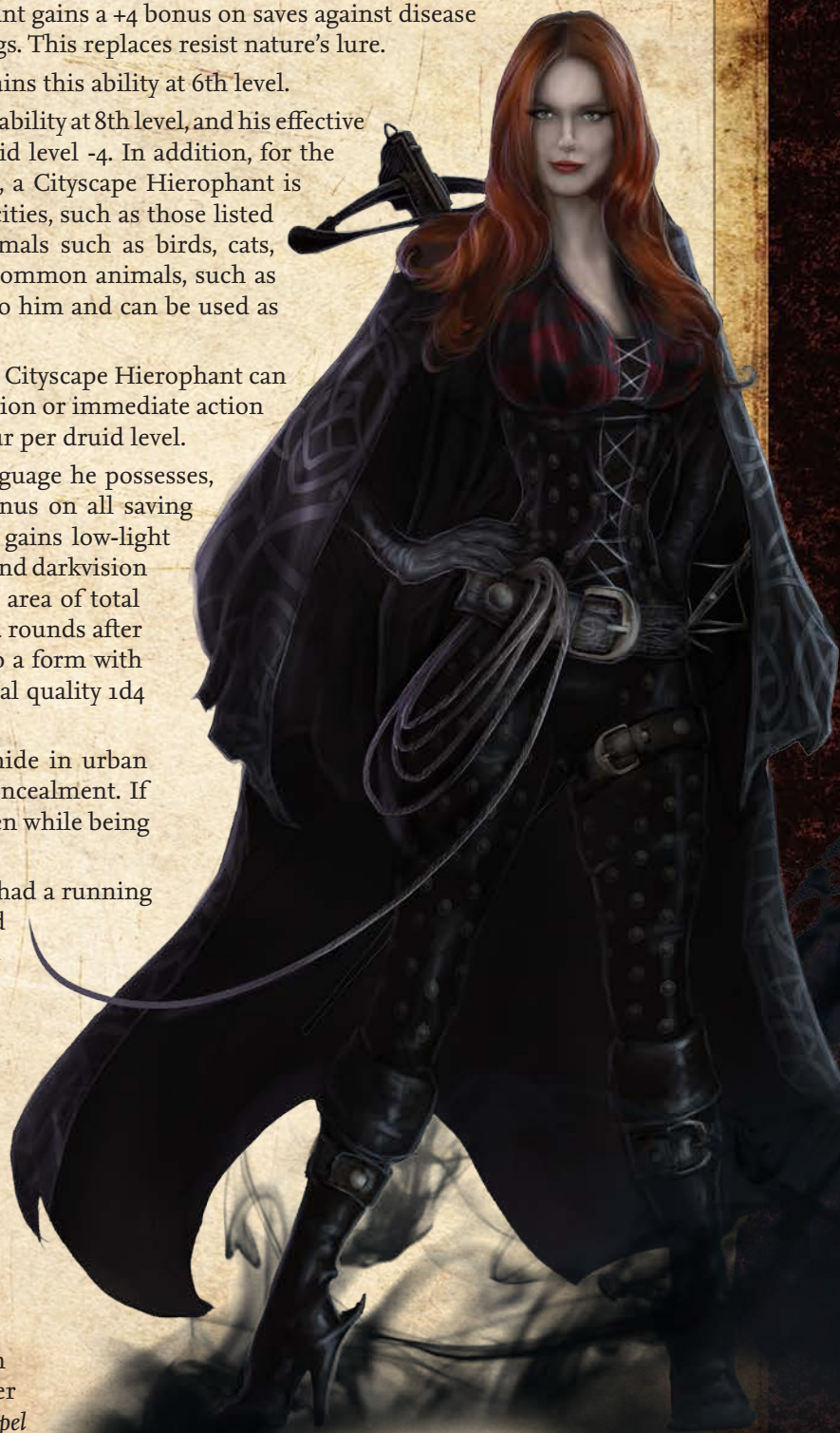
Ghost of Rooftop and Alleyway (Su): At 9th level, a Cityscape Hierophant can expend one use of his wild shape ability as a swift action or immediate action to gain any one of the following benefits for one hour per druid level.

Adaptable (Ex): He may speak normally, in any language he possesses, while in any form. He gains a +2 circumstance bonus on all saving throws after the first to end an ongoing effect. He gains low-light vision 1d4 rounds after entering an area of dim light and darkvision with a range of 30 feet 1d4 rounds after entering an area of total darkness. He gains the benefits of *water breathing* 1d4 rounds after being immersed in water, and if he wild shapes into a form with the aquatic subtype he gains the *amphibious*^{B1} special quality 1d4 rounds after he exits the water.

Camouflage (Ex): He can use the Stealth skill to hide in urban terrain, even if the terrain doesn't grant cover or concealment. If he is at least 17th level, he can use the Stealth skill even while being observed.

Drop Out of Sight (Ex): He is always treated as if he had a running start when making Acrobatics checks to jump, and he can *feather fall* as a swift or immediate action whenever he falls more than 5 feet. Whenever he falls or jumps at least 10 feet in any direction, he can make a Stealth check to hide wherever he lands after falling or jumping, even if he lands in an area with no cover or concealment.

Elusive (Su): When he uses the run or withdraw action in urban terrain, he gains concealment during his movement and until the beginning of his next turn. He leaves no evidence of his passing, as if using *pass without trace*, and does not take a penalty on Stealth checks for moving at full speed. In addition, he is considered to be under the effects of a *nondetection* spell at all times except when in combat. Both of these effects function with a caster level equal to his druid level, and a successful *dispel magic* negates all effects of the elusive ability.



Wall-Crawler (Ex): He gains a climb speed equal to half his base speed. When climbing, he can move through natural or magical webs as if he had *freedom of movement*.

He may expend more than one use of wild shape at a time in order to gain more than one of the above effects, or to change into his wild shape while simultaneously gaining one or more of the above effects.

This replaces venom immunity and timeless body.

INQUISITIVE DETECTIVE (VIGILANTE ARCHETYPE)

Truth is a powerful thing, especially to an inquisitive detective. With an innate sense of curiosity, these truth seekers see beyond the lies of the world, using their guile and instincts to find clues where others would falter. An inquisitive detective cannot stop their search for answers until the bitter end, expending any and every resource available to them to do so.

Inquisitive Inspiration (Ex) At 3rd level, an inquisitive detective gains the inspiration class feature of an investigator^{ACG} of their inquisitive detective level, using their Charisma to determine how much inspiration they possess instead of their Intelligence. They do not gain free uses of inspiration on trained Knowledge, Linguistics, and Spellcraft checks unless they take the inspired intelligence investigator talent, and they cannot select the inspired vigilante^{UI} talent.

An inquisitive detective can also select an investigator talent instead of a social talent, using their Charisma modifier in place of their Intelligence modifier for the purpose of their investigator talents. They are treated as though they had the investigator talent class feature for the purposes of selecting the Extra Investigator Talent^{ACG} feat, and cannot select the alchemist discovery^{ACG} talent or an investigator talent that affects a class feature they do not have.

This ability replaces the 3rd and 11th level social talents and alters social talents.

MASTERMIND (PSYCHIC ARCHETYPE)

Masterminds are psychics who focus their vast mental resources on manipulating others, preferably without those others ever realizing this influence, even to the neglect of their disciplines.

Conceal Spell: The mastermind gains Conceal Spell^{UI} as a bonus feat, even if she does not meet the prerequisites. The mastermind can attempt a Bluff, Diplomacy, Intimidate, or Sense Motive check with the same actions used to cast a concealed spell. This replaces one discipline power gained at 1st level.

Undercast Ruses: The mastermind can undercast all spells with the ruse^{UI} descriptor, as if the spell the ruse spell appears to be were a lower-level version of the ruse spell. This allows the mastermind to replace the spell that the ruse spell appears to be as a spell known when she learns the ruse spell (if she knew the spell it appears to be).

Brilliant Planner: At 5th level, the mastermind gains Brilliant Planner^{UI} as a bonus feat even if she does not



meet the prerequisites. This replaces the discipline power gained at 5th level.

SCHEMING PRIEST (CLERIC ARCHETYPE)

A scheming priest is an ambitious, status-obsessed cleric. Scheming priests are called that because they are generally conniving, Machiavellian game players. They originate in towns and larger locations, where such places can support a hierarchy of priests. A scheming priest works to rise in their church's hierarchy, where they can enjoy the comforts that their rank entitles them to, or find a cushy position as a noble's advisor or in a national government. As such, they don't particularly care about healing others as much as other clerics, but they do care about their comforts, status, and maintaining a good reputation.

Alignment: Any non-good. A scheming priest who becomes good loses this archetype, and cannot regain it unless she returns to her former alignment and atones for her deeds (see the *atonement* spell description).

Spells: A scheming priest uses Charisma, rather than Wisdom, to determine all class features relating to spellcasting, such as bonus spells per day, maximum spell level she can cast, and the save DCs of her spells. A scheming priest has the following spells on her spell list, in addition to cleric spells.

- 3rd—*glibness, secret page*.
- 5th—*mage's private sanctum*.
- 8rd—*mind blank*.

This ability alters cleric spellcasting.

Hypnotic Stare (Su): A scheming priest gains the hypnotic stare class feature, using her cleric level as her mesmerist level to determine the penalty granted. However, she gains only one domain. This ability replaces spontaneous casting. It alters the cleric's domains.

Bold Stare (Su): At 3rd level, a scheming priest gains the bold stare class feature, using her cleric level as her mesmerist level to determine when additional bold stare improvements are gained. This ability replaces channel energy.

Mask Alignment (Su): At 9th level, a scheming priest can alter her alignment aura to deceive spells that discern alignment (such as *detect evil*). She may choose to detect as any specific alignment, or to detect as no alignment at all. This ability does not protect against spells or effects that cause harm based on alignment. Masking her alignment aura is a standard action, and lasts until she changes it again or ends the effect.

SHAPESHIFTING HUNTER (HUNTER ARCHETYPE)

Some hunters have the ability to shapeshift into other humanoid or monstrous humanoid forms, and with much experience, into giant form. These hunters can easily blend into several types of terrain. These cunning hunters can infiltrate various groups without difficulty, and do so to reach particular targets.

Class Skills: A shapeshifting hunter adds Disguise (Cha) and Sense Motive (Wis) to his list of class skills, replacing Handle Animal. This alters the hunter's class skills.

Animal Focus (Su): A shapeshifting hunter is always treated as having a dead animal companion for purposes of this ability. This ability alters animal focus.

Spells: A shapeshifting hunter has the following spells on his spell list, in addition to his hunter spells.

- 2nd—*detect thoughts*.
- 3rd—*seek thoughts*^{APG}.

This ability alters hunter spellcasting.

Favored Terrain (Ex): At 3rd level, a shapeshifting hunter gains the favored terrain class feature, selecting his first favored terrain. He gains additional favored terrains at level 8, 13, and 18, as a ranger of the hunter's level. This ability replaces hunter tactics and all instances of bonus tricks.

Wild Shape (Ex): At 4th level, a shapeshifting hunter gains the wild shape class feature, and all subsequent improvements, as a druid of the hunter's level. However, a shapeshifting hunter has different wild shape options than a druid; he cannot change into an animal, elemental, or plant with this ability. The effects of the relevant spells function as normal, except as noted for the wild shape ability.

At 4th level, a shapeshifting hunter gains the ability to turn himself into a Small or Medium humanoid or a Small or Medium monstrous humanoid. When taking the form of a humanoid, the shapeshifting hunter's wild shape functions as *alter self*. When taking the form of a monstrous humanoid, the shapeshifting hunter's wild shape functions as *monstrous physique I*^{UM}.

At 6th level, a shapeshifting hunter can also use wild shape to change into a Large or Tiny monstrous humanoid. When taking the form of a monstrous humanoid, the shapeshifting hunter's wild shape now functions as *monstrous physique II*^{UM}.

At 8th level, a shapeshifting hunter can also use wild shape to change into a Huge or Diminutive monstrous humanoid. When taking the form of a monstrous

humanoid, the shapeshifting hunter's wild shape now functions as *monstrous physique III*^{UM}.

At 10th level, a shapeshifting hunter gains more options when changing into a monstrous humanoid. When taking the form of a monstrous humanoid, the shapeshifting hunter's wild shape now functions as *monstrous physique IV*^{UM}.

At 12th level, a shapeshifting hunter can also use wild shape to change into a Large humanoid of the giant subtype. When taking the form of a giant, the shapeshifting hunter's wild shape now functions as *giant form I*.

At 16th level, a shapeshifting hunter can also use wild shape to change into a Huge humanoid of the giant subtype. When taking the form of a giant, the shapeshifting hunter's wild shape now functions as *giant form II*.

This ability replaces animal companion (including the ability to cast longer-lasting *summon nature's ally* spells), greater empathic link, improved empathic link, raise animal companion, and speak with master.

SPELL HACKER (WIZARD ARCHETYPE)

Spell hackers are wizards who train to pick up the nuances of spells and manipulate them to disguise their spellcasting or manipulate others.

Prepare Exploit (Su): At 1st level, a spell hacker can use one of the following arcanist exploits: altered shifting^{ACO}, counterspell, illusion catcher^{ACO}, layered spell (see page 18), metamixing, potent magic, quick study, see magic, shifter^{ACO}, spell disruption, spell tinkerer. The spell hacker must meet any prerequisites of an exploit to choose it, treating her arcanist level as her wizard level – 3 (minimum 1st). Once per day when the spell hacker prepares spells, she can change her choice. If the exploit costs points from an arcane reservoir and the spell hacker lacks a reservoir or has insufficient points in her reservoir, she can expend a prepared spell of 1st level or higher (making it unavailable as if cast) as part of activating the exploit to effectively gain an arcane reservoir containing a number of points equal to the spell's level. The points in this arcane reservoir can be spent only on the chosen arcanist exploit and disappear when the exploit ends. This class feature replaces arcane bond.

Metamagic Versatility: At 5th level, a spell hacker can choose any one metamagic feat she qualifies for once per day when she prepares spells. She can prepare up to one spell plus one spell per five wizard levels modified by that feat. Instead of choosing a metamagic feat, she can choose that number of spells and for the rest of the day can cast them as if she had one of the following feats: Conceal Spell^{UI}, Eschew Materials, or Subtle Enchantments^{UI}. This replaces the wizard bonus feat gained at 5th level.

SUBTLE GUNSLINGER (GUNSLINGER ARCHETYPE)

Subtle gunslingers are obsessed with both guns and psychic magic, and have found a way to merge both interests. They are usually inventive and eccentric in the way that they overcome problems, but their approach can attract enemies, from those who oppose one or both of their interests.

Spellcasting: A subtle gunslinger casts psychic spells as a medium^{OA}, but does not gain the ability to cast knacks, and uses Wisdom rather than Charisma, to determine all class features relating to spellcasting, such as bonus spells per day, maximum spell level he can cast, and the save DCs of his spells. He can cast any spell he knows without preparing it ahead of time, assuming he has not yet used up his allotment of spells per day for the spell's level, and he chooses his spells known from the subtle gunslinger spell list (see below). A subtle gunslinger's selection of spells is extremely limited; use Table 1–3: Medium Spells Known^{OA} to determine how many spells the subtle gunslinger knows at each level, ignoring the 0-level column.

Through 3rd level, a subtle gunslinger has no caster level. At 4th level and higher, his caster level is equal to his subtle gunslinger level – 3.

This ability replaces the 3rd level deeds pistol-whip and utility shot, and all higher level deeds.

Subtle Gunslinger Spells

Subtle gunslingers gain access to the following spells. A subtle gunslinger casts all spells as psychic spells.

1st Level Subtle Gunslinger Spells—*abundant ammunition*^{UC}, *air bubble*^{UC}, *anticipate peril*^{UC}, *damp powder*^{UC}, *deathwatch*, *detect psychic significance*^{OA}, *disguise self*, *disguise weapon*^{UC}, *expeditious retreat*, *fabricate bullets*^{UC}, *heightened awareness*^{UC}, *jury-rig*^{UC}, *longshot*^{UC}, *mage armor*, *magic weapon*, *mindlink*^{OA}, *mount*, *object reading*^{OA}, *psychic reading*^{OA}, *read magic*, *remove fear*, *shield*, *true strike*, *unerring weapon*^{UC}, *weaken powder*^{UC}.

2nd Level Subtle Gunslinger Spells—*alter self*, *analyze aura*^{OA}, *apport object*^{OA}, *bear's endurance*, *bestow weapon proficiency*^{UC}, *bullet shield*^{UC}, *cat's grace*, *certain grip*^{UC}, *destabilize powder*^{UC}, *detect mindscape*^{OA}, *disguise other*^{UC}, *eagle's splendor*, *heroism*, *magic siege engine*^{UC}, *mirror image*, *misdirection*, *nondetection*, *recoil fire*^{UC}, *reloading hands*^{UC}, *ricochet shot*^{UC}, *speak with dead*, *stabilize powder*^{UC}, *tactical acumen*^{UC}, *thunder fire*^{UC}, *water walk*.

3rd Level Subtle Gunslinger Spells—*aura alteration*^{OA}, *detect scrying*, *dimensional anchor*, *dispel magic*, *flash fire*^{UC}, *fly*, *magic weapon (greater)*, *mindscape door*^{OA}, *named bullet*^{UC},

neutralize poison, node of blasting^{OA}, pellet blast^{UC}, protection from arrows, remove curse, retrocognition^{OA}, scrying, sending.

4th Level Subtle Gunslinger Spells—battlemind linkTM, break enchantment, death ward, dimension door, find quarry^{UC}, freedom of movement, magic siege weapon (greater)^{UC}, mage's private sanctum, modify memory, named bullet (greater)^{UC}, telepathy^{OA}, thoughtsense^{OA}.

TALENTED TACTICIAN (VIGILANTE ARCHETYPE)

In the world of a vigilante, knowledge can be the one thing that helps tip things in their favor. One can never be over prepared, and can never know too much about their foes. talented tacticians exemplify that belief, their entire careers based around the acquisition of knowledge. Nothing is too minute for their exacting gaze, focused on mastering combat through knowledge.

Class Skills The talented tactician adds Knowledge (all) and Spellcraft to their list of class skills, instead of Acrobatics, Disable Device, Escape Artist, and Survival. This alters the vigilante's class skills.

Skill Ranks per Level: The talented tactician 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.

Weapon and Armor Proficiencies A talented tactician is not proficient with two handed martial weapons or medium armor. Like a magus, they can cast their spells while wearing light armor without incurring the normal arcane spell failure chance. This alters the vigilante's weapon and armor proficiencies.

Spellcasting: A talented tactician casts arcane spells and cantrips as a bard, although they use their Intelligence in place of their Charisma to determine their ability to cast spells, bonus spells, spell DCs, and other related spell effects. Unlike a bard, a talented tactician prepares spells using a spellbook, being able to prepare a number of spells per day equal to their spells known. A talented tactician can prepare any spell in their spellbook which is also on their spell list and uses the magus's spell list to determine which spells are on their spell list. They can cast any spell they have prepared without expending it, instead consuming a spell slot of the appropriate level. Unlike the number of spells they can cast per day, the number of spells a talented tactician can prepare each day is not affected by their Intelligence score.

This replaces the 4th, 8th, 10th, 14th, and 16th level vigilante talents.

Spellbook: A talented tactician has a spellbook that functions in the same way as a magus's spellbook. This spellbook also functions as a bonded object, meaning they must have it in hand to use their spells or be forced to make a Concentration check. If the talented tactician gains a new bonded object, it must also be a spellbook.

Tactical Analysis (Ex) As a move action, a talented tactician can target one foe within 60 ft., making a Knowledge check as though they were attempting to identify them. If this check is successful, the talented tactician analyzes the



foe and grants all allies a +1 circumstance bonus to attack and damage rolls against the analyzed foe for a number of rounds equal to the talented tactician's Intelligence modifier + 1/2 their level (minimum 1). At 5th level and every 4 levels thereafter, this bonus increases by +1 (to a maximum of +5 at 17th level). An ally must be able to either see or hear the talented tactician when they analyze a foe to gain this bonus.

The type of knowledge check is dependant on the type of creature being analyzed:

- *Arcana*: constructs, dragons, magical beast
- *Dungeoneering*: aberrations, oozes
- *Local*: humanoids
- *Nature*: animal, fey, monstrous humanoids, plants, vermin
- *Planes*: outsiders
- *Religion*: undead

This ability replaces vigilante specialisation.

Tactician Talents (Ex or Su) A talented tactician can select an arcanist exploit^{ACG} instead of a vigilante talent, and is treated as though they possessed the arcanist exploit class feature for the purposes of selecting the Extra Arcanist Exploit^{ACG} feat. A talented tactician treats their talented tactician level as their arcanist^{ACG} level for the purposes of which arcanist exploits they can select and their effects. A talented tactician can also select any of the following vigilante talents in addition to general vigilante talents.

- *Arcane Reservoir (Su)* The talented tactician gains the arcane reservoir and consume spells class features of the arcanist^{ACG}.
- *Battle Caster (Su)* Whenever the talented tactician casts a spell from this class that deals damage, that spell deals +1 point of damage per die rolled.
- *Bonded Spell Combat (Ex)* The talented tactician gains the spell combat class feature of the magus^{UM}, although they must have their spellbook in hand to use this class feature, treating that hand as free for the purpose of casting spells.
- *Bonded Spellstrike (Su)* The talented tactician gains the spellstrike class feature of the magus^{UM}, although they must have their spellbook in hand to use this class feature, treating that hand as free for the purpose of casting spells. A talented tactician must have the bonded spell combat talent to select this talent.
- *Canny Defense (Ex)* The talented tactician gains the canny defense class feature of the duelist prestige class, treating their talented tactician level as their effective duelist level.

- *Eternal Spellbook (Su)* The talented tactician's bonded object spellbook possesses an infinite number of pages, and the cost of scribing spells into it is halved. The talented tactician can find any spell inside of the spellbook as a standard action, but other creatures looking for a specific spell must spend a number of minutes equal to the talented tactician's level to locate it. A talented tactician must be 6th level or higher to select this talent.
- *Familiar (Ex)* The talented tactician gains a familiar, treating their talented tactician level as their effective wizard level. The familiar also has a social identity as a seemingly normal animal, though talented tactician with outlandish familiars might still need to hide them.
- *Greater Exploit (Su)* The talented tactician gains a greater exploit for which they qualify as per the arcanist^{ACG} class feature. A talented tactician must be 12 level or higher and to select this talent, and talented tacticians who possess this talent can select greater exploits with the Extra Arcanist Exploit^{ACG} feat.
- *Intelligent Strike (Ex)* The talented tactician deals additional damage equal to their Intelligence modifier on attacks with light or one-handed weapons while holding their spellbook.
- *Improved Scroll Casting (Su)* The talented tactician gains the improved scroll casting class feature of the scrollmaster^{UM} archetype. A talented tactician must be 12th level or higher to select this talent.
- *Multi Analysis (Ex)* Whenever the talented tactician uses their tactical analysis class feature, they can select two foes to analyze as a full-round action. At 8th level, they can analyze two foes as a standard action or three foes as a full-round action. At 14th level, they can analyze two foes as a move action, three foes as a standard action, or four foes as a full-round action. If the talented tactician has the Swift Analyst feat, they reduce the action needed to analyze multiple foes by 1 step (full-round action to standard action, standard action to move action, move action to swift action).
- *Scroll Duelist (Su)* The talented tactician gains the scroll blade class feature from the scrollmaster^{UM} archetype, although a successful hit does not reduce a scroll's hit points.
- *Spellbook Duelist (Su)* The talented tactician can treat their spellbook as a scroll for the purpose of their scroll duelist talent, although a successful hit does not reduce the spellbook's hit points. The talented tactician's spellbook is treated it as though the highest level spell contained within it was 1 spell

level higher for the purpose of their scroll duelist talent. At 10th level, and every 4 levels thereafter, the highest level spell contained in their spellbook is treated as though it was 1 spell level higher. The spellbook can function as any one-handed weapon type with which the talented tactician is proficient, and they can change its weapon type as a full round action. A talented tactician must have the scroll duelist to select this talent.

- **Spell Combat Specialist (Ex)** Whenever the talented tactician uses the bonded spell combat talent, they increase the DC of the spell by 1. At 18th level, this DC is increased by an additional 1. A talented tactician must have the bonded spell combat talent and be 12th level or higher to select this talent.
- **Tactical Research (Ex)** The talented tactician selects either the bard, inquisitor^{APG}, medium^{OA}, or unchained summoner^{PU} spell list; adding 1 spell per spell level from that spell list to their spellbook and spell list. At 12th level, they add the cleric/oracle^{APG}, psychic^{OA}, sorcerer/wizard, or witch^{APG} spell lists to the spell list from which they can choose with this talent. All spells gained in this fashion are treated as arcane spells. A talented tactician can select this talent multiple times, each time selecting a different spell list, and must be 6th level or higher to select this talent.
- **Tattoo Chamber (Su):** This talent functions as the cabalist^{UI} ability of the same name.
- **Wand Mastery (Su)** The talented tactician gains the wand master class feature from the magician^{APG} archetype, using their Intelligence modifier in place of their Charisma.

In-Depth Analysis (Ex) At 5th level, whenever the talented tactician successfully analyzes a foe with their tactical analysis class feature, they can select one of the following benefits, each effect lasting for as long as the foe is analyzed:

- The analyzed foe cannot make a 5 ft. step or use the withdraw action while threatened by the talented tactician or their allies
- The circumstance bonus to attack and damage rolls provided by their tactical analysis increases by +1 against the analyzed foe
- The talented tactician and their allies know the analyzed foe's exact hit points
- The analyzed foe cannot make attacks of opportunity against the talented tactician or their allies
- The talented tactician and their allies can ignore an amount of damage reduction the foe possess

equal to the talented tactician's Intelligence modifier (minimum 1)

- The talented tactician and their allies gain a +2 circumstance bonus to saving throws against spells, spell-like abilities, supernatural abilities, and extraordinary abilities possessed by the analyzed foe
- The talented tactician and their allies gain a +2 circumstance bonus to armor class against attacks made by the analyzed foe
- The analyzed foe takes a -1 penalty on all saving throws against spells, spell-like abilities, supernatural abilities, and extraordinary abilities possessed by the talented tactician and their allies

At 11th level and again at 17th, they can select an additional benefit upon successfully analyzing a foe.

This ability replaces startling appearance, frightening appearance, and stunning appearance.

Grandmaster (Ex) At 20th level, whenever a talented tactician or their allies targets a foe who has been successfully analyzed with a spell, that foe must roll any saving throws against that spell twice, taking the worse of the two rolls.

This ability replaces vengeance strike.



DUPLICATING QUIVER**PRICE 5,000 GP**

Slot none; CL 5th; Weight 3 lbs.

Aura faint conjuration

This well worn quiver has a light groove along the side that appears to be an infinity symbol. The quiver can hold up to 1 thrown weapon, 50 pieces of ammunition, 50 shuriken or 10 of another thrown weapon. All weapons placed into the quiver must be of the same material and have the same enhancement bonus (ie. a +1 *flaming adamantine javelin* or cold iron arrow). Whenever a creature retrieves a weapon or ammunition, the quiver produces a duplicate that shares all of the weapon or ammunition's characteristics (special material, enchantment bonuses, etc). This weapon or ammunition lasts for 1 round, and is destroyed when it hits a creature or object. A creature may take a standard action to empty the quiver of its contents.

CONSTRUCTION REQUIREMENTS COST 2,500 GP

Craft Wondrous Item, *abundant ammunition*^{UC}

TRICKSHOT SNIPER

(VIGILANTE ARCHETYPE)

Only suckers fight face to face, at least that's the motto of a trickshot sniper. Blessed with the knowledge of how to fire their weapon with impossible precision, these warriors carry a bevy of ammunition that is always the right one for the job, their talent with a ranged weapon being unmatched.

Weapon and Armor Proficiency: A trickshot sniper is proficient with all bows, chakrams, crossbows, firearms, slings, sling staves, and shuriken, but not with martial melee weapons.

This alters the vigilante's normal weapon proficiencies.

Ranged Specialty (Ex) A trickshot sniper must select a certain type of weapon in which to specialize, either choosing bows, crossbows (and wrist launchers), firearms, slings (and sling staves), or thrown weapons (such as chakrams or shuriken).

A trickshot sniper who selects crossbows or firearms can reload these weapons as a free action as long as it would normally only require a full round, standard, or move action.

A trickshot sniper who selects bows, slings, or thrown weapons halve the range penalty for making attacks

outside of its first range increment and can reload a sling staff as a free action.

Regardless of their selected weapon, a trickshot sniper can designate either a piece of ammunition or a thrown weapon as special ammo as a part of the action used to attack with it, being able to do so two times every 5 minutes. A weapon or piece of ammunition is only treated as special ammo for 1 attack roll, after which it is treated as it normally would be. Attacks made with special ammo gain a +1 bonus on attack rolls. At 5th level and every 4 levels afterwards, this bonus increases by +1, up to a maximum of +5 at 17th level.

These special pieces of ammunition can be altered by ammo talents, although an arrow, bolt, bullet, sling bullet, or thrown weapon can only be altered by one ammo talent at a time. A trickshot sniper can only use 1 piece of special ammo per round. At 6th level and every 4 levels afterwards, the trickshot sniper can designate an additional piece of special ammo every 5 minutes. Anyone aside from the trickshot sniper who uses this ammo gains no benefit and cannot alter it with ammo talents.

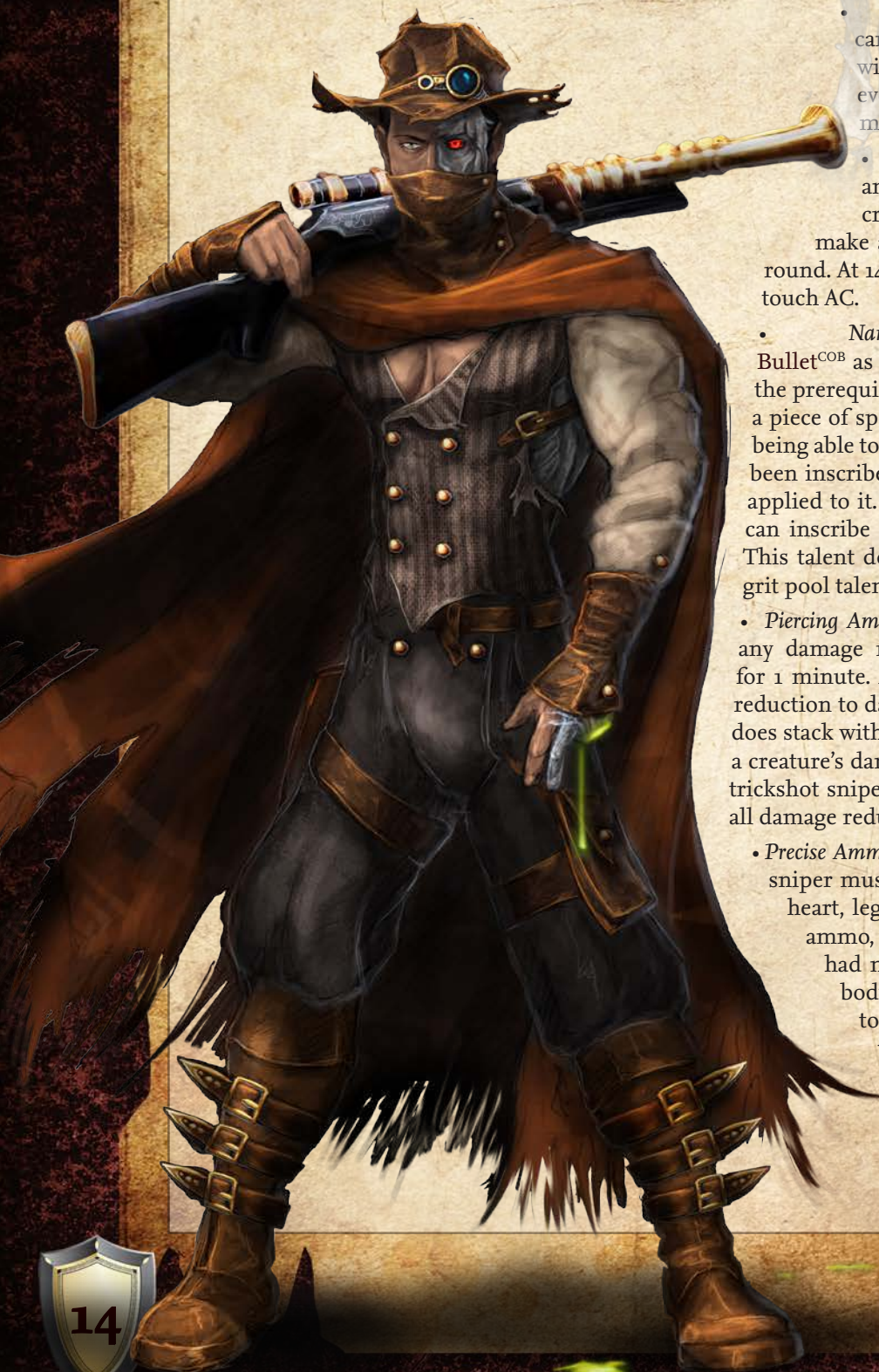
This ability replaces vigilante specialization.

Sniper Talents (Ex or Su) A trickshot sniper can select any of the following vigilante talents in addition to general vigilante talents. Ammo talents are marked with the ^a tag.

- **Acidic Ammo^a (Ex)** All damage from this ammo is acid damage. On a successful hit, the foe must make a Fortitude saving throw or be sickened for a number of rounds equal to the trickshot sniper's Charisma modifier (minimum 1). At 8th level, the foe is also nauseated for 1 round. At 14th level, on a failed save, the foe also takes 2 points of Constitution damage.
- **Acupuncture Ammo^a (Ex)** This ammo does not deal damage, instead removing the fatigued or sickened condition from a creature with a successful hit. At 8th level, it can also remove the dazed and staggered conditions. At 14th level, it can also remove the exhausted and nauseated conditions.
- **Alchemical Ammo^a (Ex)** The trickshot sniper can designate an alchemical splash weapon as a piece of special ammo, dealing an additional +1d6 damage. At 6th level and every 6 levels afterwards, this damage increases by an additional +1d6. A piece of alchemical ammo must be loaded into and fired from a launching crossbow to have an ammo talent applied to it, and this talent does not alter who is affected by any ammo talents applied to it. Only a trickshot sniper who selected crossbows can select this talent.

- *Any Ammo^a (Ex)* The trickshot sniper can expend an additional piece of special ammo to select any ammo talent except bane ammo, applying it to their ammo.
- *Bane Ammo^a (Ex)* The trickshot sniper can expend an additional piece of special ammo to treat their ammo as though it had the bane enhancement. A trickshot sniper must be 8th level or higher to select this talent.
- *Beacon Ammo^a (Ex)* On a successful hit with this ammo, the foe must make a Reflex saving throw or grant all of the trickshot sniper's allies a +1 circumstance bonus on attack and damage rolls for 1 round. At 8th level, this bonus increases to +2. At 14th level, this bonus increases to +3 and the duration increases to 2 rounds.
- *Bomb Ammo^a (Ex)* The trickshot sniper selects either the acidic, burning, freezing, lightning, or sonic ammo talent when using this talent, applying that ammo talent to this attack. If their attack is successful and deals damage, the ammo embeds itself into the target, allowing the trickshot sniper to delay its effects (other than damage) up to a number of rounds equal to their Charisma modifier (minimum 1). The foe can spend a standard action to remove the embedded ammo, but if they don't make a disable device check equal to the DC of this talent, the ammo's effect immediately explodes and takes effect. A foe must make a perception check equal to the trickshot sniper's attack roll in order to notice that the ammo is a trap. A trickshot sniper must have either the acidic, burning, freezing, lightning, or sonic ammo talent to select this talent.
- *Boxing Glove Ammo^a (Ex)* All damage from this ammo is bludgeoning and nonlethal, dealing an additional +1d6 of nonlethal damage. At 6th level and every 6 levels afterwards, this nonlethal damage increases by +1d6. At 10th level, the foe must make a Fortitude saving throw or be fatigued for a number of rounds equal to the trickshot sniper's Charisma modifier (minimum 1).
- *Bright Ammo^a (Ex)* On a successful hit with this ammo, the foe must make a Reflex saving throw or emit light as a torch and become dazzled for a number of rounds equal to the trickshot sniper's Charisma modifier (minimum 1). At 8th level, the foe treats all creatures as though they had concealment for the duration of this effect. At 14th level, the foe must roll all attack rolls twice against all foes with concealment from this effect, missing if either of their attack rolls would miss their foe.
- *Burning Ammo^a (Ex)* All damage from this ammo is fire damage. On a successful hit, the foe must make a Reflex saving throw or catch fire for a number of rounds equal to the trickshot sniper's Charisma modifier (minimum 1). This fire damage ignores an amount of fire resistance equal to half the trickshot sniper's level. At 8th level, this ammo deals splash damage equal to the minimum damage of this attack. At 14th level, this ammo burns hot enough to ignore all fire resistance a foe possesses, treating fire immunity as resist 30.
- *Calculated Sniper (Ex)* The trickshot sniper gains the Deft Shootist Deed^{UC} feat, always being treated as though they had 1 grit point for the effects of this feat. At 6th level, they gain the Ricochet Shot Deed^{UC} feat. At 12th level, they are always treated as though they had spent 1 grit point for the effects of this feat. The trickshot sniper does not need to meet the prerequisites for these feats.
- *Clustered Energy (Ex)* The trickshot sniper gains Clustered Shots^{UC} as a bonus feat, though they do not have to meet the prerequisites for this feat. If the trickshot sniper has the residual energy talent, they can treat any energy resistance as damage reduction for the purposes of ignoring it with the Clustered Shots feat when using that talent.
- *Dirty Ammo^a (Ex)* On a successful hit with this ammo, the trickshot sniper attempt a ranged dirty trick, gaining a bonus on their CMB check equal to the bonus on attacks made with their special ammo. At 8th level, a foe must take a standard action to remove this effect. At 14th level, they must take a full round action to remove this effect. A trickshot sniper must have the favored maneuver (dirty trick)^{UI} talent to select this talent.
- *Disengaging Sniper (Ex)* The trickshot sniper gains Parting Shot^{APG} as a bonus feat, though they do not have to meet the prerequisites for this feat. At 10th level, they can make an additional attack with this feat with a -6 penalty. At 14th level, the penalty for this additional attack is reduced to -3. A trickshot sniper must be 6th level or higher to select this talent.
- *Dispelling Shot^a (Ex)* On a successful hit with this ammo, the trickshot sniper can make a dispel check against their target as though using the targeted dispel function of *dispel magic*, treating their trickshot sniper level as their caster level. At 14th level, this talent is instead treated as *greater dispel magic*. A trickshot sniper must be 8th level or higher to select this talent.

- *Distance Thrower (Ex)* The trickshot sniper increases the range of all thrown weapons they use by 10 ft. At 5th level, and every 3 levels afterwards, they increase the distance of thrown weapons by an additional 10 ft.
- *Flash Ammo^a (Ex)* On a successful hit with this ammo, the foe and all creatures within 5 ft. of them must make a Fortitude saving throw or be blinded for 1 round. At 8th level, the area of this effect increases by 5 ft. and the duration increases by 1 round. At 14th level, if the foe fails their save, they are permanently blinded.
- *Freezing Ammo^a (Ex)* All damage from this ammo is cold damage. On a successful hit, the foe must make a Fortitude saving throw or be staggered for 1 round. At 8th level, the foe is instead dazed for 1 round. At 14th level, the first attack made against a foe staggered by this talent is treated as a critical threat, although the weapon's critical multiplier is reduced to 2x if it would normally be higher.



- *Heavy Artillery (Ex)* The trickshot sniper can fire a hand culverin or double hackbutt without being knocked prone. At 8th level and every 4 levels afterwards, they can reduce the misfire chance of these weapons by 1.

- *Lightning Ammo^a (Ex)* All damage from this ammo is electric damage. This ammo targets a creature's flat-footed AC. At 8th level, the foe must make a Fortitude saving throw or be staggered for 1 round. At 14th level, this ammo instead targets a creature's touch AC.

- *Named Shot (Ex)* The trickshot sniper gains Named Bullet^{COB} as a bonus feat, though they do not have to meet the prerequisites for this feat, instead being able to inscribe a piece of special ammo when creating their special ammo, being able to do so two times per day. Special ammo that has been inscribed in this fashion cannot have an ammo talent applied to it. At 8th level and every 6 levels afterwards, they can inscribe an additional piece of special ammo per day. This talent does not affect their grit pool if they select the grit pool talent.

- *Piercing Ammo^a (Ex)* On a successful hit with this ammo, any damage reduction the foe possesses is reduced by 1 for 1 minute. At 4th level and every 4 levels afterwards, this reduction to damage reduction increases by 1. This reduction does stack with itself, but the trickshot sniper can only reduce a creature's damage reduction by an amount equal to half the trickshot sniper's level. At 10th level, this ammo also ignores all damage reduction.

- *Precise Ammo^a (Ex)* When this ammo is used, the trickshot sniper must select either arm, chest, ear, eye, hand, head, heart, leg, neck, or vitals. On a successful hit with this ammo, the foe is treated as though the trickshot sniper had made a successful called shot^{UC} to the selected body part (the foe must have the selected body part to be targeted), being treated as a called shot for the purposes of qualifying as a critical called shot or debilitating blow. If the trickshot sniper selects head, vitals, or hand, they take a -2 to attack rolls with this ammo. If the trickshot sniper selects ear, eye, neck, or heart, they take a -4 to attack rolls with this ammo. At 12th level, foes hit by this ammo are treated as

though the trickshot sniper had made a successful critical called shot, being treated as a called shot for the purposes of qualifying as a debilitating blow. At 18th level, foes hit by this ammo are treated as though the trickshot sniper had made a successful debilitating blow. A trickshot sniper must be 6th level or higher to select this talent.

- *Pure Shot (Ex)* Whenever the trickshot sniper makes an attack with either the acidic, burning, freezing, lightning, or sonic ammo talent, they can ignore an amount of energy resistance for the type of damage their ammo deals equal to half of their trickshot sniper level. At 14th level, they also ignore energy immunity, treating it as resist 30. This talent stacks with the effects of burning ammo, and at 14th level they instead treat energy immunity to the type of damage their ammo deals as resist 15. If the trickshot sniper has the residual energy talent, this talent applies to all attacks made until the beginning of their next round. A trickshot sniper must have either the acidic, burning, freezing, lightning, or sonic ammo talent to select this talent.
- *Reliable Weapon (Ex)* The trickshot sniper reduce the misfire rate of any firearm which they wield by 1. At 6th level and every 4 levels after, they reduce the weapon's misfire chance by an additional 1. This talent does not stack with the heavy artillery talent.
- *Residual Energy (Ex)* Whenever the trickshot sniper makes an attack with the acidic, burning, freezing, lightning, or sonic ammo talents, all attacks they make until the beginning of their round also deal the type of damage dealt by that talent (including ignoring fire resistance for burning ammo, targeting flat-footed AC for lightning, or have their damage die reduced for sonic ammo). A trickshot sniper must have either the acidic, burning, freezing, lightning, or sonic ammo talent to select this talent.
- *Scatter Ammo^a (Ex)* This ammo requires the trickshot sniper to make an attack roll against a square, forcing all creatures in that square and all adjacent squares to make a Reflex saving throw or take damage as though the trickshot sniper had hit them with their weapon, taking half damage on a successful save. At 8th level, increase the area of this talent by 5 ft. At 14th level, increase the area of this talent by an additional 5 ft.
- *Smoke Ammo^a (Ex)* On a successful hit with this ammo, the foe must make a Reflex saving throw or be enveloped in smoke as though they were holding a smoke stick for a number of rounds equal to the trickshot sniper's Charisma modifier (minimum 1),

this smoke travels with them if they move. At 10th level, any creature inside of this smoke must make a Fortitude saving throw at the beginning of their round or become fatigued for 1 round. A trickshot sniper must be 4th level or higher to select this talent.

- *Snap Reflexes (Ex)* The trickshot sniper gains Snap Shot^{UC} as a bonus feat, though they do not have to meet the prerequisites for this feat, being treated as though they had the Weapon Focus feat with all weapons from their ranged specialty class feature. Once per round, the trickshot sniper can decide to use a piece of special ammo for an attack of opportunity without it counting against their normal limit of being able to use 1 special ammo per round. At 10th level, they gain the Improved Snap Shot^{UC} feat. The trickshot sniper does not need to meet the prerequisites for these feats. A trickshot sniper must be 6th level or higher to select this talent.
- *Sonic Ammo^a (Ex)* All damage from this ammo is sonic damage, although the ammo's damage die size is reduced by 1 step. On a successful hit, the foe and all creatures within 5 ft. of them must make a Fortitude saving throw or be deafened for a number of rounds equal to the trickshot sniper's Charisma modifier (minimum 1). At 12th level, the foe is also stunned for 1 round. A trickshot sniper must be 6th level or higher to select this talent.
- *Sticky Ammo^a (Ex)* On a successful hit with this ammo, the foe must make a Reflex saving throw or be entangled for a number of rounds equal to the trickshot sniper's Charisma modifier (minimum 1), although they can attempt a Strength check with a DC equal to that of this talent to remove this condition. At 8th level, the foe is also stuck in their square for the duration of this effect, unable to move from it. At 14th level, the foe is also unable to breathe for the duration of this effect.
- *Trickshot Beginner (Ex)* The trickshot sniper gains the deflecting arrow ability from the bow nomad^{POTS} archetype. At 8th level, they gain the hampering shot ability from the bow nomad archetype.
- *Trickshot Master (Ex)* The trickshot sniper gains the pinning strike ability from the bow nomad^{POTS} archetype. At 16th level, they gain the exploit the gap ability from the bow nomad archetype, being able to use it with a normal full attack action. A trickshot sniper must be 8th level and have the trickshot beginner talent to select this talent.
- *Weapon Training (Ex)* The trickshot sniper gains the weapon training 1 class feature for whichever

weapon group they selected with their ranged specialty class feature. A trickshot sniper must be 6th level or higher to select this talent.

Sniping Skill (Ex) At 3rd level, a trickshot sniper reduced the penalty to stealth checks while sniping by an amount equal to half their trickshot sniper level.

This ability replaces unshakable.

Sniper's Stride (Ex) At 5th level, a trickshot sniper gains Shot on the Run as a bonus feat, though they do not have to meet the prerequisites for this feat.

This ability replaces startling appearance.

Improved Accuracy (Ex) At 11th level, the penalty for the trickshot sniper's ranged iterative attacks are reduced by 2, and they can make an additional attack with their Shot on the Run feat at a -4 penalty.

This ability replaces frightening appearance.

Impossible Accuracy (Ex) At 17th level, the penalty for the trickshot sniper's ranged iterative attacks and their additional attack with their Shot on the Run feat are reduced by an additional 1, and they can make a third attack with that feat with a -6 penalty.

This ability replaces frightening appearance.

Sniper Blitz (Ex) At 20th level, whenever the trickshot sniper uses the stealth skill to snipe, they can make a full-attack action.

This ability replaces vengeance strike.

WILD CARD

(SWASHBUCKLER ARCHETYPE)

Some swashbucklers favor the staff over the sword, and while some such staff specialists are humble mendicants and ascetic martial artists, others embrace every inch of the flash and flair of the swashbuckler. Sweeping capes, domino masks, and using ordinary playing cards or similar stylish gambling accessories. Mysterious and ostentatious, a wild card is equal parts charming and cunning, and those meeting them must carefully guard their purses and their hearts.

Weapon and Armor Proficiency: Wild cards are not proficient with martial weapons.

Throw Anything: A wild card gains Throw Anything as a bonus feat.

Staff Specialist (Ex): A wild card treats gains Quarterstaff Master^{UM} as a bonus feat, and he gains the same benefits when wielding a quarterstaff, whether used one-handed, two-handed, or as a double weapon, as a normal swashbuckler gains when wielding a one-handed piercing weapon. He does not gain the benefit of those class features with light and one-handed piercing weapons in

melee but he does gain those benefits with thrown light and one-handed piercing weapons, including shuriken.

Charmed Life (Ex): A wild card does not gain an additional daily use of charmed life at 10th level, and thus has one fewer daily use of charmed life at 10th level and above than a normal swashbuckler.

Pole Vault (Ex): At 3rd level, as long as a wild card is wielding a quarterstaff he can stand up from prone as a move action without provoking an attack of opportunity, and is always treated as if he had a running start when making an Acrobatics check to jump. As a swift action, he can spend 1 panache point to stand up from prone without provoking an attack of opportunity or add a bonus equal to his swashbuckler on an Acrobatics check made to jump. This replaces the kip-up deed.

Staff Defense (Ex): At 3rd level, a wild card wielding a quarterstaff gains a +1 shield bonus to AC while wearing light or no armor. This bonus increases by 1 for every 4 levels beyond 3rd. When wielding a staff with an enhancement bonus, he adds that enhancement bonus to his shield bonus to AC. He does not gain this bonus if he is unaware of an attack or flat-footed.

In addition, when a wild card would normally be hit by a ranged attack while wielding a quarterstaff, he can spend 1 panache point as an immediate action to deflect that attack and take no damage from it. He must be aware of the attack and not flat-footed. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects can't be deflected.

This replaces nimble and the swashbuckler initiative deed.

Card Sharp (Ex/Sp): At 3rd level, a wild card can use *prestidigitation* at will to perform tricks with playing cards. He also can draw and throw ordinary playing cards as if they were shuriken, dealing piercing and slashing damage on a successful hit. His bonus from the Throw Anything feat applies on attacks made with playing cards. As long as the wild card has at least 1 panache point, he does not provoke attacks of opportunity for throwing cards when threatened. This replaces the menacing swordplay deed.

Charge Cards (Su): At 5th level, as a swift action a wild card can infuse thrown playing cards with magical energy by spending 1 panache point. This causes all cards he throws until the end of his next turn to be treated as magical for the purpose of overcoming damage reduction and gain +2 enhancement bonus on damage rolls. This damage bonus increases by 1 for every 5 levels after 5th. This replaces the swashbuckler weapon training gained at 5th level.

At 10th level, a wild card can infuse a single card with an explosive charge as a standard action by spending 1 panache point. He can then make a ranged touch attack with that card with a range increment of 20 feet. A successful hit deals 1d4 points of force damage per 2 swashbuckler levels to the target, plus additional damage equal to his Charisma modifier, and the target must succeed on a Reflex save (DC 10 + 1/2 his swashbuckler level + his Charisma modifier) or be knocked prone. A confirmed critical hit adds 1d4 points of force damage and doubles the bonus damage, while a missed attack lands elsewhere as if it were a splash weapon and explodes in a 5-foot-radius burst. Creatures in this burst, or creatures adjacent to the target on a successful hit, take force damage equal to the card's minimum damage (so a card that dealt 5d4+5 points of damage to the target would deal 10 points to creatures in the blast), with a Reflex save allowed for half damage.

At 15th level, wild card can quickly draw and charge enough cards to throw more than one in a single round. This functions just like the full-attack action with a ranged weapon, but he must spend 1 panache point for each card he charges and throws.

This replaces the swashbuckler weapon training normally gained at 5th level, the use of charmed life gained at 10th level, and the perfect thrust deed.

Lucky in Love (Su): At 7th level, a wild card gains a bonus equal to one-half his class level on Bluff checks to convince someone that he is romantically interested in them. If this Bluff check succeeds, he gains the same bonus on Diplomacy checks to improve their attitude toward him.

In addition, a wild card can spend 1 panache point to cause a creature to become infatuated with him, as if he had cast *charm person*, with a caster level equal to his swashbuckler level. A successful Will save (DC 10 + 1/2 his swashbuckler level + his Charisma modifier) negates the charm effect and negates the above bonuses on Bluff and Diplomacy checks against that creature for 24 hours.

This replaces the targeted strike deed.

Swashbuckler Weapon Training (Ex): A wild card gains this class feature at 9th level, and he gains the benefits of a swashbuckler 4 levels lower than his actual level.

Gambler (Ex): At 11th level, whenever a wild card is gambling in a game of chance, he can spend 1 panache point to roll, draw, or spin twice (or otherwise take two chances to win), taking the better result. If he is answering a riddle or otherwise guessing (such as to figure out a password), he can use this ability to take two guesses instead of one; he does not actually answer twice, but rather has an intuition as to which answer (if either) would be correct.

In addition, whenever the wild card rolls a natural 1 on a d20, he can spend 2 panache points as a swift or immediate action to reroll, adding a luck bonus equal to 1d6 to the roll. If result of the reroll is still a failure, the wild card takes a -1 penalty on all d20 rolls and cannot use this ability again for 1 minute.

This replaces the bleeding wound deed.

Tripping Twirl: At 12th level, a wild card gains Tripping Twirl^{UM} as a bonus feat. This replaces the bonus feat normally gained at 12th level.

Special: At the GM's option, a wild card might use dice, betting chips, or similar small items associated with gambling in place of playing cards for any of the above class features, which might deal bludgeoning damage rather than slashing or piercing damage as appropriate but still function as described above with his swashbuckler class features.



Class Options

While tailoring a character's class options throughout their career to focus is one way to embrace an urban or intrigue-focused campaign, existing classes also can be tailored for such campaigns just by selecting specific class features like those below. These can be taken in place of existing options of the same type, and may be common knowledge or may require access to a specialized trainer if the GM decides such secrets are not widely known.

ARCANIST EXPLOITS

Arcanists subvert, distort, and manipulate spells in ways most other spellcasters wouldn't even imagine, much less account for. The following arcanist exploits are available to any arcanist who qualifies.

Layered Spell: By spending a number of points from her arcane reservoir, the arcanist can cast two spells in the casting time of the spell with the longer casting time. One is designated the apparent spell and one is the hidden spell. Attempts to notice or identify the magic aura or components of these spells notice only the apparent spell and not the hidden spell unless the observer exceeds the DC of any necessary skill or caster level check by 10. If the observer would not require such a check to notice a spell, he overlooks the hidden spell unless he succeeds at an Intelligence check against DC 11 + arcanist's Intelligence modifier. Both layered spells must be two or more spell levels lower than the highest-level spell the arcanist can cast. The number of points required to activate this exploit is equal to the spell level of the higher-level spell among the two cast this way. An arcanist must be at least 6th level to select this exploit.

Spontaneous Ruses: If the arcanist has prepared a spell with the ruse^{UI} descriptor, she can cast the spell that the ruse spell resembles as if she had the non-ruse spell prepared (even if she does not know it). Casting the non-ruse spell this way does not cost any points from her arcane reservoir. Alternatively, if the arcanist knows a ruse spell and has prepared the spell it resembles, she can spend points from her arcane pool to cast the ruse spell even if she does not have it prepared as if it were the same level as the spell it resembles. The number of points required is equal to the difference in spell level between the ruse spell and the spell it resembles. An arcanist must be at least 4th level to select this exploit.

MAGUS ARCANA

Magi who work as assassins or spies often become practiced at using their spells with great subtlety. Any magus who qualifies can use the following arcana.

Fleeting Magic: The magus can cast one spell per day as if it were modified by the Fleeting Spell^{UI} feat. This does not increase the casting time or the level of the spell.

Stylized Magic: The magus can cast one spell per day as if it were modified by the Stylized Spell^{UI} feat. This does not increase the casting time or the level of the spell.

Supernatural Skill: The magus can spend 1 point from his arcane pool as a free action once per round to gain a competence bonus equal to his magus level on the next Strength- or Dexterity-based skill check he attempts this round.

Tenacious Magic: The magus can cast one spell per day as if it were modified by the Tenacious Spell^{UI} feat. This does not increase the casting time or the level of the spell.

VIGILANTE TALENTS

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.

Ammo Student (Ex) The vigilante gains a vigilante talent with the ^a tag from the trickshot sniper archetype and can select vigilante talents with the ^a tag. They must spend 2 grit points to create a piece of special ammo, and are not treated as having the ranged specialization class feature with any weapon. The vigilante is treated as a trickshot sniper of their level, but are unable to gain any effects of an ammo talent which require them to be 14th level or higher, nor can they select ammo talents which would require them to be 14th level or higher. A vigilante must have the grit pool talent and be 6th level or higher to select this talent. If the vigilante gains the trickshot sniper archetype, they must immediately trade this talent for an ammo talent for which they could have qualified when they selected this talent.

Deft Shot (Ex) The vigilante must select either crossbows (and wrist launchers), firearms, mystic bolts, slings (and sling staves), or thrown weapon. When they make a ranged attack with the selected type of weapon, they deal additional damage equal to their Dexterity modifier. This additional damage cannot exceed their vigilante level and does not stack with the Mystic Accuracy feat.

Speed Loader (Ex) The vigilante gains the Rapid Reload feat, applying it to either all crossbows (and wrist launchers), or all firearms. At 6th level, if the vigilante is wielding a weapon that would normally take a full round action to reload, they can reduce the action needed to reload it to a move action before applying their Rapid Reload feat.

Urban Intrigue Feats

The following feats can help tailor your character to master the urban jungle in all its grimy majesty, whether slinking out of sight or brazenly claiming your place in the public square. These feats often modify specific class abilities and allow characters to tailor their urban archetypes in specific ways to help guide their adventuring career within the city's confines and beyond.

AEGIS OF BRICK AND GLASS

The city is your canvas, its bricks your brushes, and its flowing stonework your great creation.

Prerequisite: Urban druid or Cityscape Hierophant (druid archetype) level 1st.

Benefit: You can spontaneously cast the following spells by sacrificing a prepared druid spell of the same or higher level: 1st-*stone shield*^{ARG}; 3rd-*stone shape*; 5th-*wall of stone*; 7th-*rampart*^{APG}; 9th-*quicken wall of stone*.

If you are in an active urban environment, inhabited by sentient humanoids, the material you call forth or reshape with these spells always matches the appearance of stonework in the immediate vicinity, taking on coloration and decoration identical to surrounding buildings and structures and the local architectural style. An observer who did not witness you creating or transforming that stone does not notice that they are not a pre-existing part of the cityscape unless they closely examine them and succeed on a DC 20 Perception check (DC 10 if they are intimately familiar with the area).

In an active urban area, you can affect materials other than stone with your *stone shape* spell, as long as they are manufactured or constructed items or structures, including wood, plaster, earth, glass, brick, tile, and even non-magical metal. A *rampart*, *stone shield*, or *wall of stone* you create is always primarily earth and stone in its construction, but it may be embellished with other urban materials as needed to blend in with the local architecture.

BLACK MAGICK GUMSHOE

They say there are a thousand stories in the naked city, and you know far too many of them. Tuned in to the heartbeat of the urban jungle, you have the street smarts to pick the truth out of the gutter.

Prerequisite: Cityscape Hierophant (druid archetype) level 1st, detective (bard archetype) 1st level 1st.

Benefit: You add one-half your druid level to your bard level to determining the number of rounds of bardic performance you gain each day. Your druid level stacks with your bard level for the purpose of your eye for detail

class feature and to qualify for the true confession and show yourselves performances.

When you are searching for or following tracks in urban terrain, you may expend one round of bardic performance in order to add a bonus equal to one-half your druid level (minimum +1) on Survival checks for 1 hour.

All spells listed under the arcane investigation class feature are added to your druid spell list; however, the spell level of each spell is increased by 1. These are considered divine spells when prepared and cast as druid spells.

Special: If you have the In the Arteries of the City feat, you may expend any number of rounds of bardic performance and add them to your daily limit of rounds spent melded. You cannot exchange rounds of melding for additional rounds of bardic performance.

Special: If you have the Spell song^{UM} feat, you may use it to disguise spellcasting or maintain concentration on druid spells as well as bard spells.

CHARISMATIC CASTER

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

Prerequisite: Cabalist^{UI}, warlock^{UI}, or zealot^{UI} (vigilante archetypes) 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.

CITY'S SECRET WILDS

You are attuned to the primal song of nature that pulses quietly below the city's hum.

Prerequisite: Cityscape Hierophant (druid archetype) level 1st.



Benefit: You add Knowledge (nature) as a class skill, and you may choose any animal or terrain domain rather than one of those normally allowed for Cityscape Hierophants. In addition, when you gain the wild shape ability you may take on the form of any animal of the same type as your animal domain or native to the terrain chosen for your domain, in addition to those normally allowed for a Cityscape Hierophant. When you assume such forms, you are treated as a druid 2 levels lower rather than a druid 4 levels lower.

Rather than gaining a domain, you may instead choose to gain an animal companion; if you do this, you also gain the ability to spontaneously cast *summon nature's ally* spells rather than spells from your domain.

CUNNING FACT-FINDER

None doubt your genius and cunning, though some might call your methods questionable, or at the very least uncompromising as you cut to the heart of any mystery. Reproach is for the weak; you answer only to the truth.

Prerequisite: Deductive Intellect; bardic performance or inquisitor judgment; at least one investigator talent, ninja trick, or rogue talent.

Benefit: Your bard or inquisitor levels stack with levels in the investigator, ninja, or rogue class for the purpose of qualifying for investigator talents, ninja tricks, or rogue talents (including advanced talents and master tricks) and for determining any level-dependent effects of your talents or tricks.

In addition, you may freely spend any number of Deduction Points, at any time as a swift or immediate action, to add 1 round of bardic performance to your daily limit per Deduction Point you spend, 1 point to your ki pool for every 2 Deduction Points you spend, or one daily use of judgment for every 4 Deduction Points you spend. Alternatively, you can sacrifice one daily use of your judgment, 1 point from your ki pool, or 2 rounds of bardic performance as a swift or immediate action in order to add 2 Deduction Points to your pool.

Special: Your bardic performance or inquisitor judgment is exceptionally subtle. Creatures observing you do not realize you have activated it unless they succeed on a Sense Motive check (DC 10 + 1/2 your bard or inquisitor level + your Charisma modifier). If a creature is directly affected by your performance or judgment, it gains a +2 circumstance bonus on this check.

Special: A ninja with this feat may select the investigator rogue archetype^{APG}, sacrificing either poison use or the ninja trick normally gained at 1st level (rather than trapfinding) to gain the follow-up class feature of the investigator archetype.

DEDUCTIVE INTELLECT

You possess incalculable insight and formidable knowledge, glimpsing at the interlocking wheels of the inner and outer self; where others see only chaos and chance, you perceive patterns...means, motive and opportunity.

Prerequisite: Cityscape Hierophant (druid archetype), detective (bard archetype), investigator (rogue archetype), or investigator level 1st, Sense Motive 3 ranks.

Benefit: Whenever you successfully overcome a creature's Bluff, that creature takes a -2 penalty on all checks and saves against you for the next 24 hours. This ability does not stack if the creature fails multiple Bluff rolls.

Each day, you gain a pool of Deduction Points equal to your ranks in one chosen Intelligence-, Wisdom- or Charisma-based skill, such as Appraise, Bluff, Heal, Linguistics, Perception, Survival or any Knowledge, Performance or Profession skill. These special Deduction Points refresh at the start of each day. Before making any skill check, you may choose to put Deduction Points into the roll, gaining a bonus on your check equal to the number of points placed into the roll. If you ever gain a bonus on checks to your chosen skill because of a feat (such as Skill Focus), you add a number of Deduction Points to your pool equal to the bonus the feat grants.

In addition, you may always use this chosen skill instead of Intimidate to force an opponent to act friendly towards you, but only for purposes of coaxing information from them. If an Intimidate check fails prior to using this special skill, you do not immediately take the normal penalty for "trying again" with this chosen skill; use of your special skill is instead tracked separately.

Special: This feat may be taken multiple times. The penalty applied to all checks and saves made against you by a creature who fails to Bluff you increases by two for each time you have taken this feat.

In addition, you may choose one new Intelligence-, Wisdom- or Charisma-based skill; your ranks in this skill are added to your pool of Deduction Points, and you may additionally use this skill to pry clues from an opponent.

Special: This feat may be taken as a rogue talent.

EMPTY SKY OVER BUSTLING STREETS

You haunt the rooftops and skyways of your city, while the mundanes below remain oblivious to your watchful gaze.

Prerequisite: Cityscape Hierophant (druid archetype) level 5th.

Benefit: When you are in urban terrain, you automatically *feather fall* whenever you fall at least 5 feet,

and as a standard action you can *fly* as the spell (self only) for a number of minutes per day equal to your class level. This duration need not be continuous, but must be used in 1-minute increments. You can activate this flight as a move action at 11th level and as a swift action at 16th level.

When you are falling or flying in urban terrain, you can use the Stealth skill to hide even if you do not have cover or concealment, and creatures that are unable to cast spells or use spell-like or supernatural abilities take a penalty equal to your druid level on Perception checks to notice you while you are falling or flying.

You are so attuned to the rhythms and structures of a city that you become fatigued and shaken whenever spend more than 24 hours outside of an active urban environment inhabited by living sentient creatures. While in an area that was once urban – such as a ruin, a long-abandoned sewer-system, a city-sized crypt, a forgotten and ancient necropolis or other area, subject to GM interpretation – you may obviate one of those two conditions (your choice).

Special: If you also have the In the Arteries of the City feat, you become sickened and exhausted rather than fatigued and shaken when outside an active urban environment.

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.

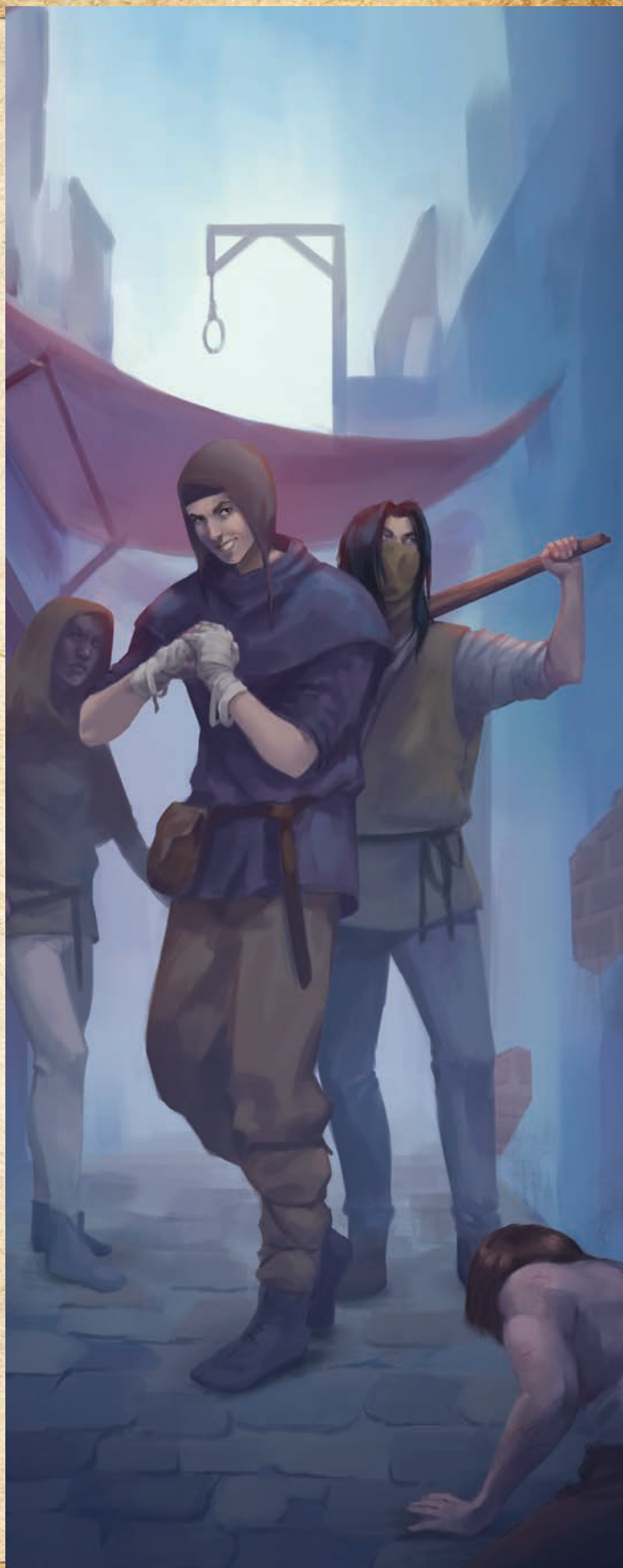
Special: You cannot select this feat if you possess the Charismatic Caster or Wise Vigilante feat.

IN THE ARTERIES OF THE CITY

The structure of the city and its movements is as one with you.

Prerequisite: Cityscape Hierophant level 3rd.

Benefit: Whenever you are in an urban environment, you can *meld into stone* (as the spell) at will as a standard action. You can meld into surfaces other than stone,



but you can only meld into objects and surfaces that are artificial, constructed, or built, not into natural or unworked earth or stone. You may remain melded in this way for a number of rounds each day equal to twice your druid level; these rounds need not be consecutive, and you may dismiss this effect as a move action.

In addition, you may use an effect similar to *dimension door* (self only). You may use this ability only while melded, and your destination must be a location within range where you have been previously melded within the last week. If the destination has changed significantly since you last melded with it, the attempt fails. Using this ability expends 1d6 rounds of your daily limit. You may emerge immediately from the destination or you may choose to remain melded after your arrival.

You are so attuned to the rhythms and structures of a city that you become fatigued and shaken whenever spend more than 24 hours outside of an active urban environment inhabited by living sentient creatures. While in an area that was once urban – such as a ruin, a long-abandoned sewer-system, a city-sized crypt, a forgotten and ancient necropolis or other area, subject to GM interpretation – you may obviate one of those two conditions (your choice).

Special: If you also have the Empty Sky Over Bustling Streets feat, you become sickened and exhausted rather than fatigued and shaken when outside an active urban environment.

Special: If you also have the Soul of Bloody Street feat, you may spend one daily use of touch of corruption in lieu of a normal round of melding.

NEFARIOUS MASTERMIND

You are as ruthless as you are clever, and your cunning is always wielded with ill intent.

Prerequisite: Deductive Intellect, antipaladin^{APG} level 2nd.

Benefit: You may freely spend any number of Deduction Points, at any time as an immediate action, to gain one additional daily use of your touch of corruption ability for each two Points that you spend in this way. Alternatively, you may freely spend any number of daily uses of your touch of corruption class ability; you immediately place two Deduction Points into your pool for each use you spend.

In addition, you add *contingency* to your antipaladin class spell list, and you can cast *contingency* while having an ally cast the companion spell that is triggered when the *contingency* conditions are met, or using a spell from a spell-completion or spell-trigger item to provide the companion spell. The companion spell must be a spell

which affects your person, with a spell level no higher than one-third your character level (rounded down, maximum 6th level).

OVER ANALYSIS

Your keen mind always wants to look deeper into the subject at hand.

Prerequisite: In-depth analysis class feature.

Benefit: When you use the tactical analysis class feature, if you exceed the required knowledge check by 10 or more, you can select an additional benefit.

Special: You can select this in place of a social talent.

PITILESS ECONOMIES

Your devotion to rapacious greed leaves poverty and suffering in your wake.

Prerequisite: Lawful evil or neutral evil alignment, character level 9th.

Benefit: You gain a +2 morale bonus on all attack and damage rolls against sentient humanoids with a lower cost-of-living^{CRB} level than your own. You likewise gain a +5 morale bonus on Bluff, Diplomacy and Intimidate checks against such creatures. You automatically confirm all critical hits against sentient humanoids with a cost-of-living level of Destitute.

If you confirm a critical hit in melee against a sentient humanoid, you may forgo the normal additional damage in order to force the target to succeed on a Will save or have its cost-of-living level reduced by one step (DC 10 + 1/2 your character level + your Charisma modifier). This does not reduce its actual living expenses, just the benefits it receives for expenses already paid, and this persists until the end of the current month. The target can resume its former status in the following month by paying its normal cost of living. If the target is already Destitute and fails its save, it immediately loses 1,000 gp worth of non-magical wealth, including coins, gems, art, livestock, buildings, or other possessions, including (but not limited) to those currently being carried or worn. The effect of multiple failed saving throws stacks. This is a supernatural curse effect.

If you are a living creature, you do not age as long as at least one creature is subject to this curse. In addition, each time you afflict a creature with this curse, you become one day younger for each creature affected. You cannot become younger than the base starting age for your race with this feat. If you are slain while not aging, you rise as a ghoul (or other undead creature, as if a caster whose level equaled your Hit Dice had cast *create undead* or *create greater undead* upon your body) within 24 hours.

If you are already undead and you are slain while at least one creature is afflicted by this curse, you rise again in 2d4 days (similar to the rejuvenation ability of a ghost), though when you rise again any creature currently afflicted by your curse gains a new saving throw to end the effect.

SOUL OF BLOODY STREETS

Your heart beats with the blood of murderous intent of the worst of the city's scoundrels.

Prerequisite: Antipaladin^{APG} level 2nd, cityscape hierophant (druid archetype) level 1st.

Benefit: You are no longer prohibited from wearing metal armor. In addition, you may expend one use of your touch of corruption to activate any limited-use domain or subdomain ability granted by your unnatural bond. You also add your Cityscape Hierophant level to your antipaladin level to determine damage when using your touch of corruption against any woodland druid, as well as any creature with the animal, fey, humanoid (human), humanoid (elf) or plant type. You also add your Wisdom modifier to the DC of your cruelty, if any.

The lethal wounds dealt by your touch of corruption are always subtle; victims slain by your unholy power appear to have died from natural causes unless a creature examining the body succeeds at both a Heal check and a Perception check, each with a DC equal to 10 + ½ your character level + your Charisma modifier.

Special: If you have the Ghost of Rooftop & Alleyway class feature, you may spend one daily use of touch of corruption to activate any of the abilities it grants in place of spending a daily use of wild shape.

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.

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: Coinmage

From the seedy gambling dens of the waterfront to the finery of the royal court to the summit of a dragon's hoard, a coinmage is at home anywhere with large quantities of coins at hand. Newly minted coinmages manipulate hundreds of copper and silver coins with ease while their more experienced seniors manipulate gold, platinum and even skymetals, often a single coin at a time.

A coinmage uses flights of coins as the focus to produce powerful effects—from obscuring clouds of coppers to majestic echelons of gold and destructive swarms of iron. No coinmage will be able to master coins of every metal, and choices must be made about whether to focus on getting a lot of coins in the air, controlling them with more finesse or at greater range, or making the coins faster and harder to avoid. Clever coinmages leverage their strengths and mitigate their weaknesses.

Most coinmages are sorcerers or bards with a flare for the dramatic, or rogues with some basic magical ability. Often they graduate from basic prestidigitation and sleight of hand, realizing gradually that they can do much more than make coins disappear. Coinmages are usually viewed with suspicious and skepticism by right-thinking folks—most people aren't comfortable with the idea of their money being potentially controlled by someone else.

Role: Each coinmage is a jack of all trades—the copper, silver and gold abilities that all coinmages can obtain offer a grab bag of options, many of which let them control the battlefield via walls, obscuring clouds and distracting swarms. At higher levels a coinmage can specialize, combining the advanced metals with their other skills to become masters of intrigue, to defend themselves from hostile magic or to deal out agony or brute force.

Alignment: Coinmages tend to be tricky free spirits by nature and are good at creating and keeping track of highly unstable environments. They tend towards chaotic good, chaotic neutral, or chaotic evil.

Hit Die: d6

REQUIREMENTS

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

Skills: Sleight of Hand 5 ranks

Spells: Able to cast 1st-level arcane spells and prestidigitation.

Special: sneak attack +1d6 or hidden strike +1d8

CLASS SKILLS

The coinmage's class skills (and the key ability for each skill are Acrobatics (Dex), Appraise (Int), Craft (Int), Fly, (Dex), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (all) (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks at Each Level: 6 + Int modifier.

CLASS FEATURES

The following are class features of the coinmage prestige class.

Weapon and Armor Proficiency: Coinmages gain no proficiency in any weapons or armor.

Progression: At some levels, a coinmage may increase her existing sneak attack bonus by +1d6, her existing hidden strike bonus by +1d8, or add +1 level of an existing arcane spellcasting class. When advancing by one caster level, she gains new spell slots and spells known and her caster level increases, but she does not gain any other benefits of advancing in that arcane spellcasting class.

Applied Numismatics (Su): A coinmage gains the ability to manipulate coins to create magical effects. Coins are either minted coins or in the case of advanced metals metal discs of roughly the same size as a coin. When not applying a specific effect, a coinmage may move up to 100 coins per numismatic capacity through the air at her numismatic speed.

Capacity: A coinmage has the ability to maintain a number of flights of coins at the same time equal to her capacity. A flight of coins is either 100 coins or 1 coin depending on the metal being used. A coinmage starts with a capacity equal to her highest spell level or number of sneak attack dice/hidden strike dice, whichever is lower (for example, a rogue 3/wizard 5 would have a capacity of 2 because 2, the number of her sneak attack dice is lower than 3, the level of her highest spell). That capacity increases at some coinmage levels (either directly or as a choice upgrade) and will also increase as her highest level, sneak attack or hidden strike dice increase. Each time her capacity increases it increases by 1 flight. A coinmage's capacity may not increase beyond 7 except as a result of her numismatic specialty.

Attention: Starting or altering a coin effect requires an action. A coin effect can involve multiple flights as long as they are all performing the same action and are acting and moving as a unit. Altering a coin effect generally consists of moving the effect around but includes

TABLE: COINMAGE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features
1st	+0	+0	+1	+1	Applied numismatics, copper, progression
2nd	+1	+1	+1	+1	Attention, silver
3rd	+1	+1	+2	+2	Capacity, choice upgrade, progression
4th	+2	+1	+2	+2	Gold, progression, range, progression
5th	+2	+2	+3	+3	Attention, choice upgrade
6th	+3	+2	+3	+3	Advanced metal, capacity, progression
7th	+3	+2	+4	+4	Advanced metal, choice upgrade, progression
8th	+4	+3	+4	+4	Advanced metal, choice upgrade
9th	+4	+3	+5	+5	Advanced metal, choice upgrade, progression
10th	+5	+3	+5	+5	Advanced metal, numismatic specialty, progression

anything that causes the coins to change their actions. At 1st level starting or altering a coin effect requires a standard action. Whenever a coinmage increases her attention (as the result of gaining certain coinmage levels either directly or as a choice upgrade), she may start or alter another effect for a lesser action. Once one attention upgrade has been taken, her first effect only takes a move action and her second effect of the round takes a standard action. At the second attention upgrade her first effect takes a swift action with subsequent effects requiring a move and then a standard action. A coinmage may not

upgrade her attention a third time except as a result of her numismatic specialty.

Range: A coinmage's coin abilities only operate within 30 feet, becoming inert if they get farther away. Increasing her range, either as a direct result of going up a level or by a choice upgrade, give her an extra 30 feet of range. A coinmage may not upgrade her range beyond 120 feet except as a result of using her numismatic specialty (see below).

Speed: A coinmage may move her coins 30 feet per round. If she spends a choice upgrade to increase her speed, she may move her coins 60 feet per round and any reflex save against coin effects increase by 5. Gaining a speed above 60 feet requires her to choose the appropriate numismatic specialty.

Choice Upgrades: Any time a coinmage gains a level with a choice upgrade, she may upgrade her capacity, attention, range or speed.

Advanced Metal: A coinmage will automatically gain access to copper, silver and gold coin abilities as she advances. At some later levels she also has the ability to gain another metal's abilities (or a group of metals in the case of banemetals and skymetals). Gaining the metal's abilities do not guarantee access to the metals (which in some cases are quite rare), and the advanced metals must be in the shape of a coin, a small disc the size of a gold coin, though with the exception of Orichalcum they needn't be elaborately minted. Some advanced metal abilities use flights of 1 coin instead of flights of 100. A flight of 1 coin uses as much attention and capacity as a flight of 100.

Shaping an advanced metal into a coin requires access to an appropriately skilled metalsmith with the Craft Wondrous Item or Master Craftsman feat and a successful DC 30 Craft check for each flight of coins, be it 1 or 100, taking 1 minute per coin (coins with a flight of 100) or 1 hour per coin (coins with a flight of 1).

Numismatic Specialty: At 10th level, a coinmage may choose to excel in one particular aspect of her numismatic mastery. She may use her numismatic specialty either as a choice upgrade to increase her capacity, attention, range or speed by one step if she is not maxed out. If she chooses a quality that is already maxed out, numismatic specialty grants the following:

- **Capacity:** Her capacity increases to 10.
- **Attention:** Her first effect uses only a free action, with 3 more effects possible (swift, move, standard)
- **Range:** Her coin range increases to 480 feet.
- **Speed:** Her coin speed increases to 120 feet per round and reflex saves required by her coin effects increase by 10.

Fatigue

Each time a coinimage ends a numismatic effect (either voluntarily or because the duration expires) she must make a Concentration check with a DC equal to 10 plus the number of flights in the effect. The ability score she uses for her concentration check is whichever is the key ability for spell-casting in her existing spell-casting class. For each such check she fails, her capacity is reduced by 1 for the rest of the day.

Metal Abilities

The use of coins of different types enables a coinimage to achieve a variety of specialized magical effects unique to each type of metal. A coinimage need not use the highest-value coin effect she knows, but she must have the actual coins necessary on her person in order to use one of the following metal abilities.

Brass: You may create a cloud that distracts other creatures within it, imposing a penalty on Perception and concentration checks equal to 2 plus your coinimage level. The cloud takes up one 10-ft. cube per 100 coins used. You may arrange the coins precisely (as a full round action) to instead create a 10-foot-square sheet per 100 coins used that blocks line of sight through it, or use them to spell out words (100 coins covers a 1/2 foot square or can make 12 letters). With 100 coins can exert force and lift and carry small objects as if you had cast *mage hand*, but each specific action the coins undertake requires attention. You can use coins in the same space as a creature to make a combat maneuver check to reposition or trip that creature, with a CMB equal to your coinimage level +2 per 100 coins. Brass effects have a duration of 1 round per caster level of the coinimage's existing arcane spell casting class.

Bronze: You can use 100 coins to construct a solid wall (break DC 20 plus your coinimage level, hardness 9, hit points 20 plus your coinimage level per 5-foot section). If you use more than one flight of coins simultaneously, you may create them as separate walls or as a larger contiguous wall that can block projectiles, passage by large or larger creatures. The wall takes up one 5-ft. square per 100 coins. You can use coins in the same space as a creature to make a combat maneuver check to bull rush or grapple that creature, with a CMB equal to your coinimage level +2 per 100 coins. Bronze effects have a duration of 1 round per caster level of the coinimage's existing arcane spell casting class.

Copper: You may raise 100 coins into a whirlwind around you, lifting them from the ground and creating an electrical charge. This protects you as a *shock shield*^{UC}, and in addition once per round you can expend a flight of coins to unleash a ray of electricity dealing 2d6 points

of electricity damage at a target within 20 feet plus 10 feet per coinimage level. Alternatively, you can release a 5-foot-wide line of electricity 10 feet long plus 5 feet per coinimage level dealing 2d6 points of electricity damage, with a Reflex save (DC 15 + your coinimage level) allowed for half damage. You can discharge multiple flights of coins simultaneously to increase the damage from this ray or line of electricity, though the damage you deal in a single round cannot exceed 2d6 per coinimage level. Copper effects have a duration of 1 round per caster level of the coinimage's existing arcane spell casting class, though if you discharge all active flights of coins your *shock shield* ends.

Gold: You may create a cloud that deflects magical attacks, giving those inside the cloud a deflection bonus to their AC against magical ranged attacks (including ranged touch attacks). The bonus is equal to 2 plus one-half your coinimage level. The cloud takes up one 10-ft. cube per 100 coins used. You may array 100 coins in a pattern around you to gain a competence bonus on Diplomacy and Intimidate checks equal to 2 plus your coinimage level. Gold effects have a duration of 1 minute per caster level of the coinimage's existing arcane spell casting class.

Iron: As a ranged attack, you may hurl 100 coins at an object, allowing you to make a Strength check to break through the object or barrier, with a bonus of +5 on this Strength check for every 100 coins you use in place of your actual Strength modifier. If you direct this ranged attack against a creature, a successful hit deals 3d6 points of bludgeoning damage per 100 coins you use. If the target is wearing armor or wielding a shield, that armor or shield (choose randomly if both are present) gains the broken condition unless the target succeeds on a Fortitude save (DC 10 plus your coinimage level + 2 for every 100 coins after the first). Iron effects are instantaneous and have no duration.

Lead: You may array 100 coins in the same space as a target creature to push against it, resisting its movement and forcing it to succeed on a Reflex save (DC 15 plus your coinimage level) each round at the beginning of its turn or be slowed (as the *slow* spell) until the beginning of its next turn. Lead effects have a duration of 1 round per caster level of the coinimage's existing arcane spell casting class.

Magnesium: You may consume 1 coin to produce a flash of blinding light. All creatures within 30 feet aside from the coinimage are blinded for 1d4 rounds unless they succeed on a Fortitude save (DC 15 plus your coinimage level). Magnesium effects are instantaneous and have no duration.

Nickel: You may form 100 coins into a decoy duplicate of yourself or anyone you can picture, as *silent image*. The

decoy doesn't stand up to close inspection—observers can see through the ruse with a successful DC 20 Perception check in dim light or a DC 10 Perception check in normal light or bright light; the DC is increased by 2 for each additional flight of coins you use. The duplicate is not wholly illusory, and can be directed to perform simple tasks as if it were an *unseen servant*. Nickel effects have a duration of 10 minutes per caster level of the coinimage's existing arcane spell casting class.

Orichalcum: Unlike other coin types, to be effective an orichalcum coin must be engraved with an elaborate eye icon on one side. One orichalcum coin moves at your command and allows you to see through the eye of the coin rather than your own, as if you had cast *arcane eye*. Unlike that spell, the coin is not invisible, though as a Fine object it is difficult to spot (DC 26 Perception check if stationary, DC 16 if moving; the DC is reduced by 5 in bright light). Orichalcum effects have a duration of 10 minutes per caster level of the coinimage's existing arcane spell casting class.

Platinum: You may array 100 coins around yourself to gain a luck bonus equal to 1 plus one-half your coinimage level on your saving throws. Platinum effects have a duration of 10 minutes per caster level of the coinimage's existing arcane spell casting class.

Silver: You may create a shield around an individual (the coinimage or anyone else within range). The shield can be a protective shield or a disruptive shield. A protective shield grants the target a +5 deflection bonus to their AC. A disruptive shield distracts the target during skill checks and spell-casting, adding 5 to the DC for any skill and concentration checks. A target can avoid the disruptive shield with a Reflex save (DC 15 plus your coinimage level). Shields require 100 coins for a medium or smaller creature, 400 coins for a large creature and 900 coins for a huge creature. You can cause 100 coins to swirl around in a gleaming 5-foot burst anywhere within your range that sticks to creatures, revealing their location as *faerie fire*. Silver effects have a duration of 1 round per caster level of the coinimage's existing arcane spell casting class.

Banemetals: Taking banemetals as an advanced metal gives you access to the abilities for each type of banemetal.

Alchemical Silver: As a ranged touch attack you may attach 100 coins to a lycanthrope or other creature with DR/silver. The coins create agonizing pain. If the target fails a Will save (DC 20 plus 1 per level of coinimage), it must flee. Once the creature leaves your numismatic range the coins will fall to the ground and the effect ends.

Cold Iron: As a ranged touch attack you may attach 100 coins to a fairy or any creature with DR/Cold Iron. The coins create agonizing pain. If the target fails a Will save (DC 20 plus 1 per level of coinimage), it must flee. Once the

creature leaves your numismatic range the coins will fall to the ground and the effect ends.

Elysian Bronze^{UE}: As a ranged touch attack you may attach 100 coins to a monstrous humanoid or magical beast. The coins create agonizing pain. If the target fails a Will save (DC 20 plus 1 per level of coinimage), it must flee. Once the creature leaves your numismatic range the coins will fall to the ground and the effect ends.

Banemetal effects are instantaneous and have no duration.

Skymetals: Taking skymetals as an advanced metal gives you access to the abilities for each type of skymetal.

Adamantine: You may cause 100 coins to array themselves over your body, granting you DR 10/-. Each additional flight of 100 coins arrayed thus increases your DR by an additional 5. Adamantine effects have a duration of 1 round per caster level of the coinimage's existing arcane spell casting class.

Horacalcum^{AP61}: You may affix 1 coin to the forehead of a target creature other than yourself. That creature gains the effects of the spell *haste*. Horacalcum effects have a duration of 1 round per caster level of the coinimage's existing arcane spell casting class.

Noqual^{AP61}: You may cause one 1 coin to produce an antimagic zone 5 ft. square as the spell *antimagic field*. The magic of the coin is unaffected by the field. Noqual effects have a duration of 1 minute per caster level of the coinimage's existing arcane spell casting class.

Sample Character: The Grey Phantom

"A mother will do what is best for her child. That is what I did, and I have no regrets. And now I must go and finish what I have started for the good of my child, even at the cost of her life." —Nitha Ratika, phantom of the desert kingdoms

NITHA RATIKA/GREY PHANTOM

XP 12,800

Nonbinary half-elf vigilante 12 (trickshot sniper)

LN Medium humanoid (elf, human)

Init +4; Senses low light vision, darkvision 60 ft.; Perception +31

DEFENSE

AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)

hp 81 (12d8+24)

Fort +7, Ref +13, Will +12; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee dagger +9/+4 (1d4, 19-20/x2)

Ranged +1 composite longbow +9/+9/+4 (1d6+11 force damage, 20/x3), while skirmishing +12/+12/+8 (1d6+11 force damage, 20/x3)

Special Attacks Manyshot, special ammo [4 pieces], (boost ammo [+4], dispelling ammo, force round [DC 19], lightning round [DC 19], medical ammo [4d6+3])

TACTICS

Before Combat Nitha searches for the furthest location in which she can still engage a foe, often starting from over a hundred feet away if possible. She prefers to keep her foes at a range, and will do what she can in order to keep her distance, attempting to fire from behind cover if possible.

During Combat Once in combat, Nitha will often target the most mobile target she can see with a force round, otherwise using dispelling ammo to remove any magical effects which may impede her attacks. If a foe gets within melee range of her, she'll use her Parting Shot feat and attempt to knock them prone with a force round before attempting to find cover. If she is low on hit points, Nitha isn't above using her Ricochet Shot Deed feat to heal herself with her medical ammo, although she prioritizes healing and boosting teammates if possible.

Morale If reduced to 20 or fewer hit points, Nitha will attempt to drink her *potion of invisibility* to escape as well as using her *quick runner's shirt* as she looks for a safe place to drink her *potions of cure moderate wounds*, surrendering if she cannot retreat. She will only fight to the death if she believes defeat will lead to her own death or the death of her allies.

STATISTICS

Str 10, Dex 19, Con 14, Int 12, Wis 16, Cha 8

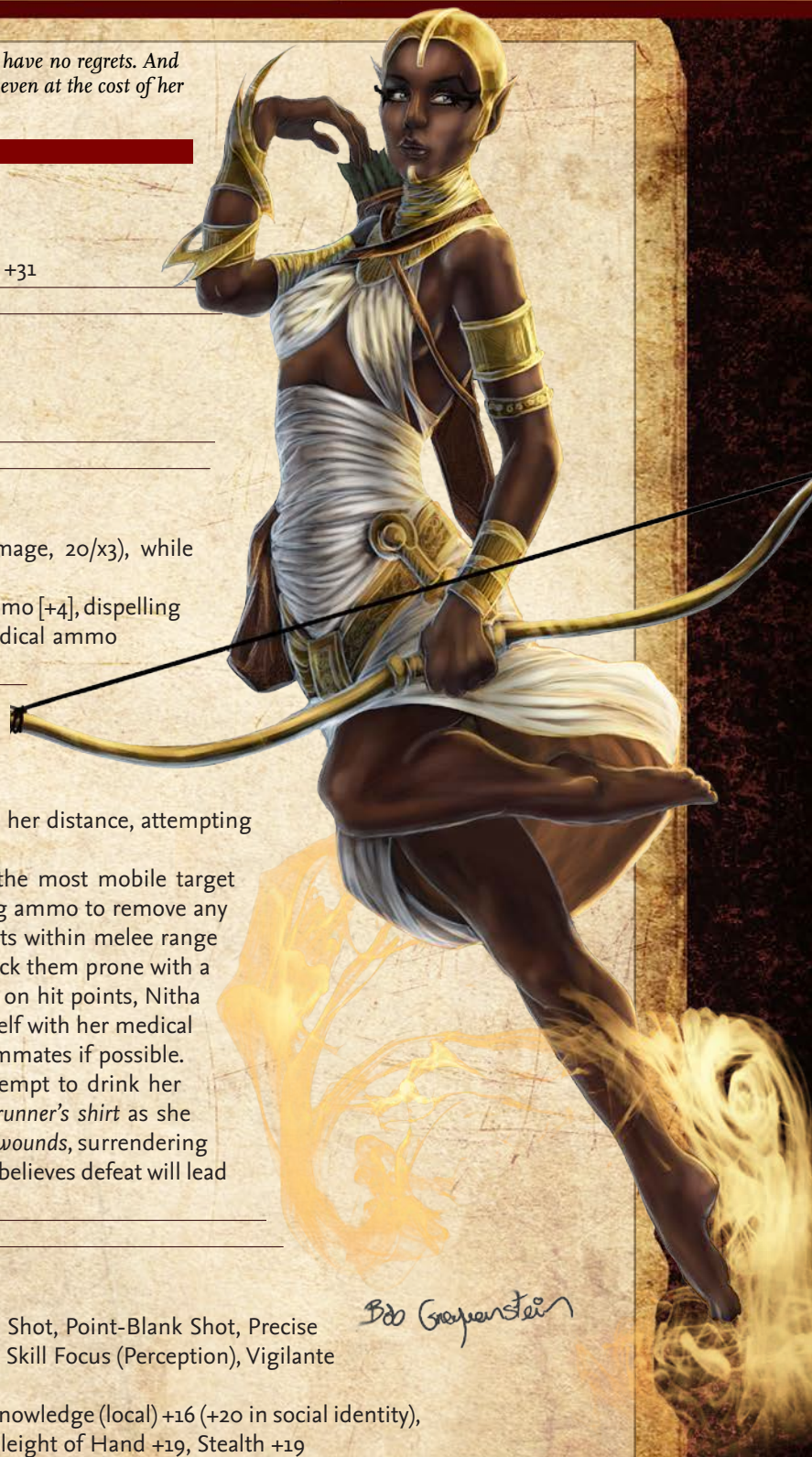
Base Atk +9/+4; CMB +9; CMD 23

Feats Deadly Aim, Deft Shootist Deed^{UC}, Manyshot, Parting Shot, Point-Blank Shot, Precise Shot, Rapid Shot, Ricochet Shot Deed^{UC}, Shot on the Run, Skill Focus (Perception), Vigilante Savant (medical ammo), Wise Vigilante

Skills Acrobatics +19, Diplomacy +14 (+18 in social identity), Knowledge (local) +16 (+20 in social identity), Perception +31, Sense Motive +18 (+22 in social identity), Sleight of Hand +19, Stealth +19

Languages Common, Elven, Infernal

SQ ammo crate (force round, lightning round), archery style (skirmisher), arsenal specialist (4 special ammo), blended



view^{BOS}, dual identity, elven immunities, keen senses, seamless guise, social talents (great renown, improved renown, quick change, renown, social graces [Diplomacy, Knowledge: Local, Sense Motive]), vigilante talents (boost ammo [+4], calculated shot, charged round [force round], deft shot, disengaging archer, dispelling ammo, medical ammo [4d6+3])

Combat Gear *potion of cure moderate wounds (2), potion of invisibility*; **Other Gear** +1 chain shirt, +1 composite longbow, belt of incredible dexterity +2, +1 cloak of resistance, dagger, eyes of the eagle, quick runner's shirt^{UE}, 98 gp

For Nitha Rati, life was about the past. Never able to move past it, almost every decision in her life was motivated by the pain of old scars, time having stopped for her upon the death of their lover. Killed in a crooked fight in the arena, Nitha made it her personal goal to climb the ranks of arena and force those in power to pay for what had happened to the couple, to take vengeance for the life that they had lost together. Nitha's vengeance was so great as to make her ignore the suffering of their daughter Kareena, leaving the girl to fall ill and nearly perish.

It was only in her daughter's most desperate hour that Nitha cared for the girl, although it was too late; her daughter had found a new source of love and affection from something that terrified Nitha to her core. Scared for what she had let their daughter become, Nitha found hope with a young boy named Rashid, taking him in and training the young man in an attempt to give her daughter a friend. But it was all for naught, watching Kareena slip away more and more each day.

Losing hope for her daughter, Nitha knew they couldn't stop the person that Kareena had become, trusting in their apprentice Rashid to take care of the girl. It was a desperate plan, faking suicide for both of them to find. With another mistake on her shoulders, Nitha retreated to the shadows, spending the rest of her life to watch over the two, doing what they could to protect the two. In time, Nitha knows the two will meet, and even with that knowledge, she is unsure as to what they will do when that meeting comes.

A stoic individual, Nitha does little to stand out, attempting to blend in with others, their appearance and mannerisms intentionally dull. It isn't until she takes on her vigilante identity that she truly shines, the Gray Phantom being known throughout the desert kingdoms. Even in her vigilante identity, the Gray Phantom prefers to work from the shadows, staying obscured as much as possible.

BOON

Nitha attempts to talk to as few people as possible, with a starting attitude of unfriendly. Those with children or who bring up children while speaking to Nitha gain a +5 circumstance bonus on Diplomacy checks against Nitha, and it requires a DC 35 Diplomacy check to shift Nitha's attitude to helpful. If made helpful, Nitha will spend one month training a PC for 2 hours each week; at the end of this training, the PC gains a +2 bonus on Stealth checks.

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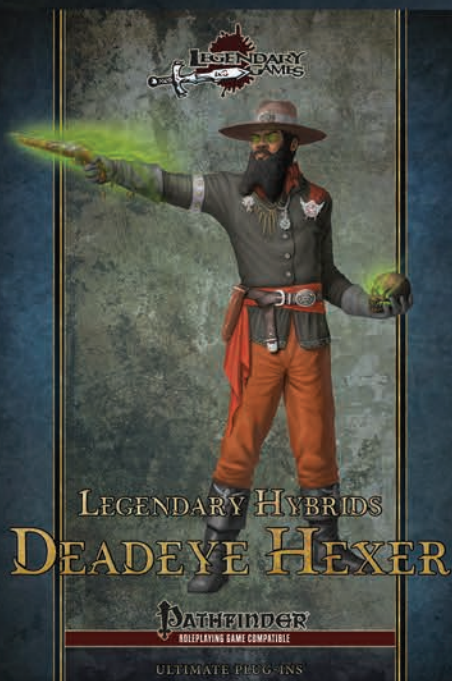
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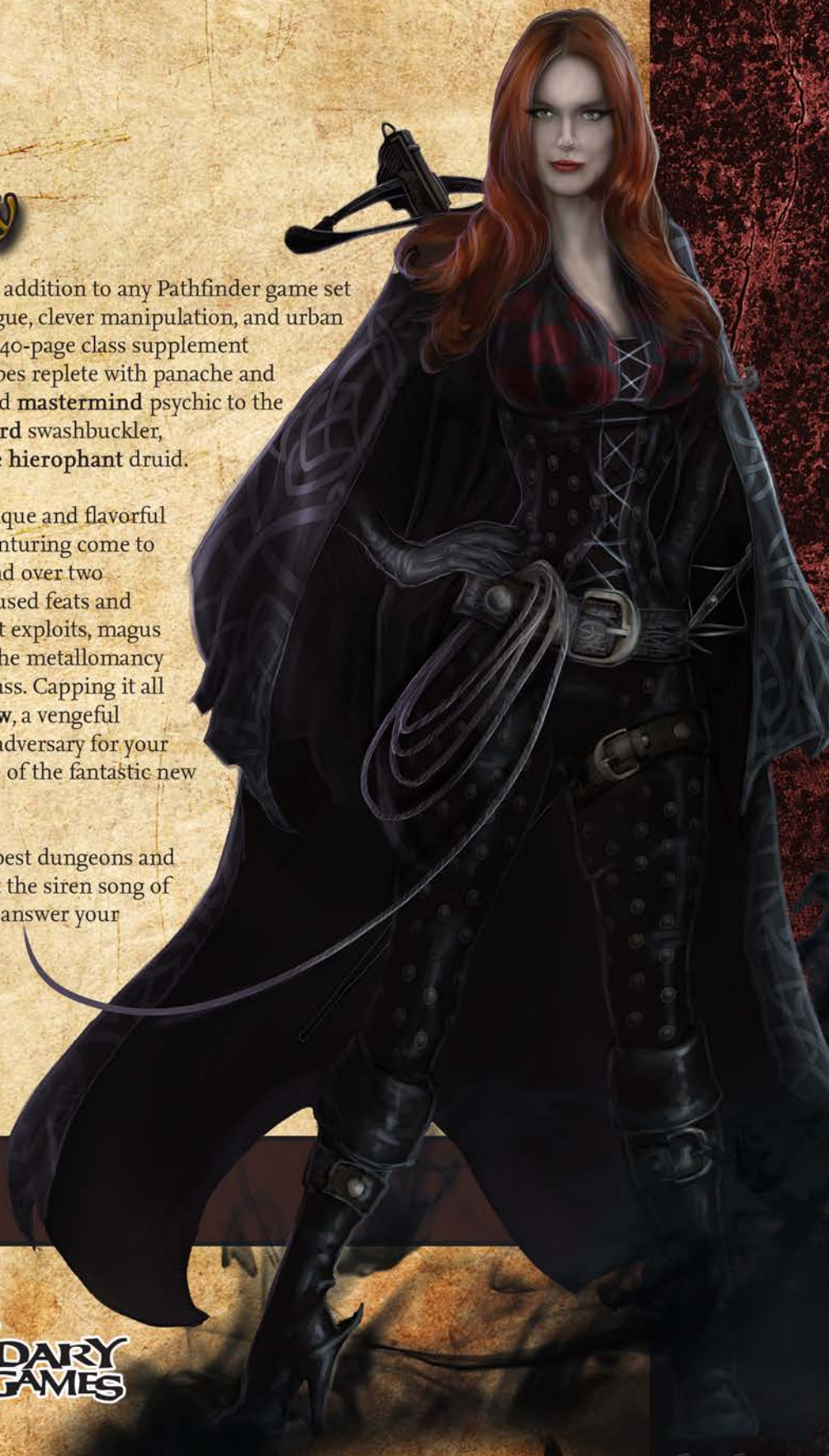
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