

## Sidekick (Archetype)

Some vigilantes don't work alone. They fight their battles with a stalwart companion at their side, a person who shares their convictions and studiously trains under the vigilante's tutelage. Perhaps one day this young person will rise up to replace her mentor. Perhaps she will move on to take the fight to another locale. Whatever the case, the sidekick battles with and learns from another vigilante, whether an older NPC or another player character.

**Dual Identity (Ex):** A sidekick's social identity alignment must be within one degree of the vigilante who mentors her. Otherwise, this functions as the vigilante ability of the same name.

**Vigilante Specialization (Ex):** A sidekick usually, but not always, chooses the same specialty as her mentor. If the sidekick wishes to replace her mentor using the take up the mantle ability, then her specialty must be the same as her former mentor's.

**Oath of Loyalty (Ex):** The first lesson the sidekick learns is to follow the lead of her more experienced partner. As a free action, the sidekick's mentor can shout a short command to his partner, which the sidekick must obey unquestioningly. This ability is similar to the *command* spell, however the mentor's command can be any short phrase which the sidekick can accomplish (or begin) in one round or less. Examples of legitimate command phrases would be "Drop the dagger!", "Attack the orc shaman!", or "Find some cover!" The sidekick cannot resist this command and receives no save against this effect, but the sidekick must be able to see and hear her mentor. If the sidekick is under a charm or compulsion effect, the command may help override that effect. The sidekick gets a new saving throw as an immediate action against any current charm or compulsion effect. The sidekick receives a +2 bonus to this saving throw at 9th level, increasing to +4 at 15th level. If this new save fails, however, the sidekick's oath of loyalty ability becomes inactive until the charm or compulsion effect ends or is removed. Once a sidekick transitions away from the sidekick archetype, the former mentor has no further control over her actions. This ability replaces renown.

**Luck Pool (Ex):** At 7th level, the growing confidence the sidekick has while in her vigilante identity make her more likely to succeed in her endeavors. She fights with conviction: a measure of the sidekick's ability to excel as a vigilante. At the start of each day, the sidekick gains a number of conviction points equal to twice her Charisma modifier. A sidekick can spend conviction to improve any ability check, skill check, saving throw, attack roll, damage roll, or add a dodge bonus to her AC for 1 round. The number of conviction points added to any single die roll, or to AC, cannot exceed half the sidekick's maximum conviction points. Rolling a natural 20 on any skill check, saving throw, or attack roll replenishes the pool by 1 point. A sidekick's conviction is fully replenished at the start of each new day. Conviction points can only be used when the sidekick is in her vigilante identity. This ability replaces loyal aid.

**Emulation (Ex):** At 5th level, the sidekick has, through her mentor's instruction and intense training, begun to show promise as a pupil and is able to mimic the mentor's fighting style and abilities. As a move action, the sidekick gains the benefits one feat that her mentor knows. The sidekick can use this ability a number of times per day equal to  $3 + \frac{1}{2}$  her sidekick level (minimum 1). The sidekick must meet the prerequisites for this feat. The sidekick retains the benefits of this feat for a number of rounds equal to her class level. The sidekick can use this ability again before the duration expires in order to replace the previous combat feat with another choice. If a feat has a daily use limitation (such as Stunning Fist), any uses of that feat while using this ability count toward that feat's daily limit.

At 10th level, the sidekick can use this ability as a free action to gain a feat from her mentor, or as a move action to emulate one of her mentor's talents. The sidekick must meet any prerequisites of the talent to be

gained.

At 15th level, the sidekick can use this ability to gain any two feats of her mentor's, or a talent as a free action.

This ability replaces startling appearance.

**Taunt (Ex):** A sidekick can verbally harangue an enemy, annoying or angering him to the point of distraction. The target must have an Intelligence score of 3 or higher, be within 30 feet of the sidekick, and be able to see and hear her. The sidekick makes a Bluff check as a standard action, adding half her sidekick level as a bonus to the roll. The target opposes this roll with a Sense Motive check. If the sidekick's Bluff succeeds, then the target is considered sickened for 1 round unless the target attacks the sidekick on his turn, moving within range to do so if necessary, provoking attacks of opportunity for movement or actions as normal. This ability replaces frightening appearance.

**Harm's Way (Ex):** At 17th level, a sidekick can protect her mentor at the cost of her own body. If the sidekick is adjacent to her mentor, and the mentor is the subject of a melee or ranged attack, as an immediate action she may subject herself to the attack in her mentor's stead. Resolve the attack against the sidekick's AC. If the attack hits, the sidekick suffers the damage and any other effects. If the attack misses, it misses the ally as well. The sidekick cannot use this ability if flat-footed or denied her Dex bonus, has the grappled condition, or is magically held. This ability replaces stunning appearance.

**Take Up the Mantle (Ex):** At any time in the sidekick's career, she may decide that it is time to step out from her mentor's shadow and begin acting on her own. At this point, she may abandon the sidekick archetype and become a standard vigilante, or another archetype of her choosing.

If the former sidekick's mentor is dead or retiring, the sidekick can choose to assume the mentor's vigilante identity. In this instance, the former sidekick gains the mentor's renown in whatever communities the mentor was active. This applies only to the mentor's vigilante identity. The former sidekick must still take the necessary steps to gain renown in her social identity.

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