

Weekly Wonders

Comic Book

Vigilante
Archetypes

Volume II

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*Necromancers
of the Northwest*

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Credits

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Introduction

The introduction of the vigilante class in *Pathfinder Roleplaying Game: Ultimate Intrigue* has opened up a whole new world of possibilities for players who want their characters to not only be able heroically take down their enemies on the battlefield, but to also have the skills needed to effect social change in their community, defeating those who would use the law against the less fortunate members of society. However, while the ideas for a masked hero with dual identities are nearly endless, and many different archetypes and abilities in the book clearly emulating specific comic book superheroes. While the options in *Ultimate Intrigue* are impressive, there are dozens of iconic superheroes that weren't represented. This book presents three new vigilante archetypes that emulate some of the famous heroes that didn't quite find their way into *Ultimate Intrigue*.

Archetypes

The following archetypes are presented in alphabetical order.

Feral Protector

While many vigilantes choose to adopt animal names and features in their vigilante personas, some are more animal in nature than others. Feral protectors have a bit of wild animal in them, sporting claws and keen animal senses, as well as increased healing abilities.

Feral Claws (Ex): As a swift action, a feral protector can cause his hands to transform into claws, granting him two claw attacks. These are primary natural attacks that deal 1d4 points of damage if he is Medium, or 1d3 points of damage if he is Small.

Beginning at 5th level, these claws count as magic for the purposes of bypassing damage reduction. Beginning at 9th level, they count as cold iron, and beginning at 13th level, they count as adamantine.

At 8th level, whenever the feral protector uses the full-attack action to attack with both of his claws, he can make a secondary attack with each of these claws, at a -5 penalty, and at 15th level, he can make a third attack with each of these claws, at a -10 penalty.

This ability replaces the vigilante specialization class feature.

Feral Talents: A feral protector can select from any of the following vigilante talents, in addition to general vigilante talents.

Fast Metabolism (Ex): The feral protector's body has a particularly fast metabolism that grants him great resistance to poisons and similar ailments. He gains a +4 bonus on saving throws made to resist disease, drugs, and poison, and the number of successful saving throws needed to cure himself of these afflictions is reduced by 1 (to a minimum of 1).

Regeneration (Ex): The feral protector's fast healing is replaced by true regeneration. The feral protector must have the fast healing class feature to select this vigilante talent. Instead of fast healing, he gains regeneration at the same rate. This regeneration can be overcome by acid or fire damage. This also allows the feral protector to regrow lost portions of his body, and reattach severed limbs.

Wild Senses (Ex): The feral protector gains low-light vision and scent.

Animal Senses (Ex): Beginning at 3rd level, a feral protector gains a bonus equal to 1/2 his class level on Perception checks, as his heightened animal senses allow him to see, hear, and smell with greater clarity.

This ability replaces the unshakable class feature.

Fast Healing (Ex): Beginning at 5th level, a feral protector's body is capable of healing rapidly to recover from even incredible wounds. He gains fast healing, healing at a rate of 1 hit point per 10 minutes. At 11th level, this fast healing increases to 1 hit point per minute, and at 17th level, it increases to 1 hit point per round.

This ability replaces the startling appearance, frightening appearance, and stunning appearance class features.

Superhuman Guardian

While all vigilantes have two identities, for some, it is their social identity, not their vigilante identity, that is the construct. Superhuman guardians are imbued with great power, which can come from a variety of sources. Though this power is inherent in them, they must train to unlock it, gaining strange new powers as they increase in level. Though superhuman guardians often use their powers for good, protecting the innocent and maintaining order, nothing prevents them from using their abilities for evil.

Class Skills: A superhuman guardian does not add Bluff, Disable Device, Knowledge (engineering), or Sleight of Hand to his list of class skills.

Hit Dice: A superhuman guardian uses a d10 Hit Dice for each class level, instead of a d8.

Skill Ranks Per Level: A superhuman guardian gains a number of skill ranks equal to 4 + his Intelligence modifier at each level, instead of 6 + his Intelligence modifier.

Avenger: A superhuman guardian must select the avenger specialization at 1st level.

This ability modifies the vigilante specialization class feature.

Steel Body (Ex): At 4th level, a superhuman guardian's skin can deflect projectiles fired at him. He gains Deflect Arrows as a bonus feat, even if he does not meet the prerequisites. Additionally, he can deflect projectiles even without a free hand to do so, and even if he is not aware of it, although in



any of these cases, he has only a 50% chance to do so. He may still deflect only one projectile per round.

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

Mighty Leap (Ex): Beginning at 5th level, a superhuman guardian can make incredible leaps and bounds. He gains a +30 bonus on Acrobatics checks made to jump.

This ability replaces the startling appearance class feature.

Flight (Su): Beginning at 11th level, a superhuman guardian gains the ability to fly, without wings or any other apparent means to do so, simply willing himself into the air. He gains a fly speed equal to twice his base land speed, with good maneuverability.

This ability replaces the frightening appearance class feature.

Heat Vision (Su): Beginning at 12th level, a superhuman guardian can emit rays of heat from his eyes as a standard action. Treat this as a ranged touch attack with a maximum range of 120 feet and no range increment, which deals 3d6 points of fire damage on a successful hit. At 15th level, and again at 18th level, the damage inflicted by these rays increases by an additional 1d6.

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

X-Ray Vision (Su): At 17th level, a superhuman guardian gains the ability to see through solid objects. He can activate this ability as a swift action, allowing him to see into and through solid matter to a range of 20 feet. He sees as if he were looking at things in normal light, even if there is no illumination (such as the inside of a closed box). X-ray vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances, or a thin sheet of lead, blocks the vision. The superhuman guardian can use this ability for a total number of minutes per day equal to his class level, which must be spent in 1-minute increments.

This ability replaces the stunning appearance class feature.

Wilderness Warden

Many vigilantes operate in urban environments, where crime is most rampant, and the threat of discovery forces them to conceal their identities. Some vigilantes concern themselves more with the natural world, however. Wilderness wardens are champions of the particular corner of the world that they take under their protection, and whether their cause is to protect the forests or ensure that the oceans are safe, they are undisputed masters of their domain, and punishers of those who would despoil it.

Protector of the Wild (Ex): At 1st level, when a wilderness warden chooses a vigilante specialization, he must also choose a type of terrain: desert, forest, or water. This represents the type of land to which he is bound, granting him his remarkable abilities. Once this choice is made, it can't be changed.

At 2nd, 6th, 12th, and 18th levels, the wilderness warden gains a specific ability tied to his chosen terrain. These abilities count as vigilante talents, as onlookers who see the wilderness warden in his social identity use them overtly might suspect him of being something more than he appears; the more obvious abilities (such as the shapechange ability gained at 18th level) impart a -10 penalty on the wilderness warden's Disguise check to appear as his social identity.

This ability modifies the vigilante specialization class feature, and replaces the vigilante talents gained at 2nd, 6th, 12th, and 18th levels.

Desert: These wilderness wardens are closely bound to the hot sun and shifting sands of their homes.

Nomad's Step (Ex): At 2nd level, the wilderness warden's base land speed increases by 10 feet, and he ignores the effects of difficult terrain caused by sand and similar substances.

Desert Magic (Sp): Beginning at 6th level, the wilderness warden can draw magical might from the desert. He can cast *burning hands* as a spell-like ability three times per day, and *shifting sand*^{APG} and *cup of dust*^{APG} each as a spell-like ability once per day. His caster level for these effects is equal to his class level, and the saving throw DC is Charisma-based.

Animal Control (Sp): Beginning at 12th level, the wilderness warden can psychically communicate with and command animals and vermin native to the desert. This allows him to telepathically communicate with



animals, magical beasts, and vermin that are normally found in deserts, provided that they either have no Intelligence score, or an Intelligence score of 2 or less. The telepathy functions at a range of 120 feet. These creatures have a starting attitude towards the wilderness warden one step higher than they would otherwise have. As with *Speak with Animals*, the creatures' intelligence may limit their ability to maintain conversations.

Additionally, as a standard action, the wilderness warden can cast *demand* as a spell-like ability, except that he is limited to affecting the same types of creatures he can communicate with telepathically using this ability, and the maximum range of the effect is one mile per four class levels. Rather than choosing a specific creature to target, he may simply choose a type of creature, and affect the nearest creature of that sort. He can be as vague or specific as he likes, as generic as "scorpions" or as specific as "red-tailed hawks." If he happens to know a particular creature he wants to contact, he can choose to target that specific creature. His caster level for this effect is equal to his class level, and the saving throw DC is Charisma-based. If the creature succeeds on its Will save to resist the effect, the wilderness warden cannot use this ability again for one hour.

Desert Shape (Su): Beginning at 18th level, the wilderness warden can transform into the shape of any denizen of the desert. He can cast *beast shape IV* and *vermin shape II* at will, but only to take the shape of creatures that are native to desert environments.

Forest: These wilderness wardens are most at home amongst the tall trees and dense foliage of old forests.

Tree Climber (Ex): At 2nd level, the wilderness warden gains a +10 bonus on Acrobatics and Climb checks that involve trees, including checks made to climb trees, balance on narrow tree branches, or jump from tree to tree. Additionally, he may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect him.

Forest Magic (Sp): Beginning at 6th level, the wilderness warden can draw magical might from the forest. He can cast *entangle* as a spell-like ability three times per day, and *plant growth* and *Speak with Plants* each as a spell-like ability once per day. His caster level for these effects is equal to his class level, and the saving throw DC is Charisma-based.

Animal Control (Sp): Beginning at 12th level, the wilderness warden can psychically communicate with and command animals and vermin native to the forest. This functions identically to the animal control class feature described under desert, above, but affects creatures native to forests, instead.

Forest Shape (Su): Beginning at 18th level, the wilderness warden can transform into the shape of any denizen of the woods. He can cast *beast shape IV* and *plant shape*

III at will, but only to take the shape of creatures that are native to forest environments.

Water: These wilderness wardens find peace beneath the waves, and prefer the world below the water's surface.

Aquatic Adaptation (Ex): At 2nd level, the wilderness warden is perfectly at home in the water, gaining a swim speed equal to his base land speed, and the ability to breathe water as easily as air.

Water Magic (Sp): Beginning at 6th level, the wilderness warden can draw magical might from the water. He can cast *hydraulic push*^{APG} as a spell-like ability three times per day, and *control water* and *hydraulic torrent*^{APG} each as a spell-like ability once per day. His caster level for these effects is equal to his class level, and the saving throw DC is Charisma-based.

Animal Control (Sp): Beginning at 12th level, the wilderness warden can psychically communicate with and command animals and vermin native to the water. This functions identically to the animal control class feature described under desert, above, but affects creatures native to aquatic and underwater environments, instead.

Water Shape (Su): Beginning at 18th level, the wilderness warden can transform into the shape of any denizen of the waves. He can cast *beast shape IV* and *elemental body III* at will, but only to take the shape of creatures that are native to aquatic environments, or of water elementals.

Favored Terrain (Ex): At 3rd level, the wilderness warden gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks while he is in the type of terrain that he chose for his protector of the wild class feature (deserts, forest, and water, respectively). While travelling through this terrain he normally leaves no trail and cannot be tracked (although he can still leave a trail if he so chooses). At 9th level, and again at 15th level, these bonuses increase by an additional +2.

This ability replaces the social talents gained at 3rd and 15th level.



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Be the Hero Your Game Deserves!

The vigilante from *Pathfinder Roleplaying Game: Ultimate Intrigue* offers you the chance to play the sort of hero usually found only in comic books, and, in fact, many of the archetypes for the vigilante seem to be direct references to famous heroes from comic books. But while the existing options allow you to access a wide variety of power sets of existing super heroes, there are some major gaps in the vigilante's offerings.

This book presents three new archetypes for vigilantes, each patterned off of one or more famous comic book superheroes. Deadly claws, incredible healing, and superior senses are the hallmarks of the feral protector, a rough-and-tumble vigilante who can take whatever his foes can dish out. But why stop there? The superhuman guardian can leap tall buildings, deflect projectiles with his muscles, and has not just heat vision, but x-ray vision, too! Finally, the wilderness warden is three archetypes in one, for vigilantes that form a bond to certain types of terrain, such as oceans or forests, gaining powers appropriate for the area they champion.



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