

Weekly Wonders

Comic Book

Vigilante

Archetypes

Alex Riggs, Joshua Zaback



*Necromancers
of the Northwest*

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Credits

Designers

Alex Riggs, Joshua Zaback

Editor

Rosa Gibbons



Necromancers of the Northwest, LLC
8123 236th St SW, Unit 102
Edmonds, WA, 98026
www.necromancers-online.com

Product Identity: The following terms are hereby defined as product identity, as defined in the Open Gaming License version 1.0a, Section 1(E), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc) dialogue, plot, storylines, location, characters and trade dress.

Artwork: All art in this book, besides the Necromancers of the Northwest logo, is either part of the public domain, or is used with the express permission of the creator. Necromancers of the Northwest, LLC claims no special rights or privileges to any art presented herein.

Open Game Content: Except for material designated as Product Identity or Artwork (see above), the game mechanics of this Necromancers of the Northwest game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than Open Game Content may be reproduced in any form without written permission.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

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.

Arrow of Justice

These vigilantes are a rare breed of warriors, who dedicate themselves to ridding the world of corruption and villainy with the grace and precision only marksmanship allows. Though called "arrows" of justice, these vigilantes often employ other forms of projectile weapons, such as crossbows, slings, darts, or even firearms. The signature technique of the arrow of justice is the employment of special alchemical ammunition, which can produce a wide variety of useful effects.

Archery Specialization: An arrow of justice has a unique focus on archery and marksmanship that makes him deadly with a bow and arrow, but he is less skilled than other characters with melee combat. While wielding a ranged weapon, the arrow of justice treats his vigilante level as his base attack bonus, and he gains the Precise Shot feat as a bonus feat. He does not need to meet the prerequisites for this feat.

This ability replaces the vigilante specialization class feature.

Progressive Voice (Ex): At 1st level, an arrow of justice learns to use his great social standing in order to advance progressive social ideas, making him a hero to those who want change. The arrow of justice adds 1/2 his vigilante level to all Diplomacy checks made against chaotic characters, and 1/2 his level to all Intimidate checks made against lawful characters.

This ability replaces the social talent gained at 1st level.

Trick Arrows (Ex): At 2nd level, an arrow of justice begins to learn how to craft special alchemical arrows that have different effects; as he increases in skill, he learns how to create additional types of arrows in this way. By spending 1 minute applying special alchemical substances to arrows, bolts, bullets or any other ammunition, an arrow of justice can modify up to 20 pieces of ammunition to carry unique properties. Modifying ammunition in this way requires a modest expenditure of raw materials, as indicated under each type of ammunition's entry. The cost listed is per piece of ammunition.

At 2nd level, the arrow of justice can create the following kinds of special arrows.

Dissolving Arrows (20 gp): These special arrows are hollow and filled with a blood-activated acid. Whenever a dissolving arrow successfully deals damage to a creature, it turns to acid, destroying the arrow and inflicting an additional 1d6 points of acid damage.

Screaming Arrow (15 gp): These specially modified arrows explode with a deafening cacophony upon impact, distracting and potentially deafening creatures in the blast radius. Upon impact, the screaming arrow explodes in a 20-foot-radius burst of sonic energy that can be heard from 2,000 feet in any direction with a DC 0 Perception check. Creatures caught in the burst must succeed on a Fortitude save (DC 10 + 1/2 the arrow of justice's level + the arrow of justice's Intelligence modifier) or be deafened for 1d4 rounds.

At 10th level, the arrow of justice can also create the following kinds of special arrows.

Exploding Arrows (30 gp): These alchemically treated arrows are coated in a highly combustible substance that explodes in a fiery wave upon impact. Whether an exploding arrow hits or misses its mark, it explodes upon impact. This explosion deals 3d6 points of fire damage to creatures in a 10-foot-radius spread from the arrow's point of impact. A successful Reflex save (DC 10 + 1/2 the arrow of justice's level + the arrow of justice's Intelligence modifier) halves this damage.

Sticky Arrows (10 gp): The heads of these arrows are filled with a sticky adhesive which explodes in a small area upon impact, coating creatures or objects in glue and leaving the shaft of the arrow sticking out like a flag. If the arrow hits a creature, it deals damage as normal, and the target must make a Reflex save (DC 10 + 1/2 the arrow of justice's level + the arrow of justice's Intelligence modifier) or become entangled and have their movement speed reduced by 10 feet. This effect lasts for 1 minute, or until at least 10 points of slashing damage is dealt to the glue (slashing damage dealt to the target automatically damages the glue as well), or the glue is exposed to water. If the arrow is targeted at an object, it sticks fast to the object, and if a rope is attached to the arrow, it could make for a useful grappling hook. The adhesive is capable

of supporting up to 10,000 lbs., but most arrows are far flimsier and may break under strain.

At 16th level, the arrow of justice can also create the following kinds of special arrows.

Memory Loss Gas Arrows (250 gp): Upon a successful hit, the memory loss gas arrow explodes in a cloud of purple gas that fills the 5-foot square containing the target of the attack. A creature in the area must succeed on a Will save (DC 10 + 1/2 the arrow of justice's level + the arrow of justice's Intelligence modifier) or lose the last 5 minutes of their memory, as though affected by the spell *modify memory*. A creature that is immune to poison is immune to this effect. This is a mind-affecting effect.

Sleep Gas Arrows (100 gp): These specially modified arrows unleash a cloud of thick gray sleeping gas upon impact, possibly putting creatures in the nearby area to sleep. If the projectile hits a creature, it deals damage as normal, and the gas is expelled upon impact, filling a 20-foot-radius spread and lingering in the air for 1d4 rounds. Creatures which move into or begin their turn in the gas must make Fortitude save (DC 10 + 1/2 the arrow of justice's level + the arrow of justice's Intelligence modifier) or fall asleep for 1 minute. Normal noise cannot rouse a creature that has fallen asleep in this way, but damage automatically wakes an affected creature, and an affected creature's ally can awaken them with a standard action. Creatures immune to poison are immune to this effect.

At 20th level, the arrow of justice can also create the following kind of special arrows.

Death Arrows (2,000 gp): These black-tipped projectiles are alchemically treated to stop the heart of a living creature, killing them instantly. A successful attack with a death arrow deals an additional 100 points of damage unless the target succeeds on a saving throw (DC 10 + 1/2 the arrow of justice's level + the arrow of justice's Intelligence modifier).

This ability replaces the vigilante talents gained at 2nd, 10th, 16th, and 20th levels.

Gentle Shot (Ex): At 3rd level, the arrow of justice has mastered the ability to use ranged weapons to do only minor damage. The arrow of justice can always choose to do nonlethal damage with ranged attacks and suffers no penalty on the attack roll for doing so.

This ability replaces the unshakable class feature.

Sharp Shooter (Ex): At 20th level, the arrow of justice can fire arrows at extremely great range. The arrow of justice suffers no penalty for ranged attacks he makes beyond the first range increment of his weapon.

This ability replaces the vengeance strike class feature.



Blitz

Gifted combatants, blitzes enjoy an incredible, superhuman speed. They favor high-mobility tactics, and use their well-developed velocity to confound and crush their foes.

Blitz Focus: A blitz focuses almost entirely on using high speed to overwhelm and defeat his enemies. On any round in which a blitz takes both a move action to move and a standard action to make an attack, he can divide his movement as he chooses before and after the attack. Additionally, whenever a blitz makes a full-attack action, he can move up to 1/4 his speed during that action, and can divide the movement up as he sees fit before, after, or even between attacks.

This ability replaces the vigilante specialization class feature.

Incredible Speed (Ex): Beginning at 1st level, the blitz begins to focus entirely on moving at superhuman speeds. His base land speed increases by 10 feet. At 5th level, and every 4 levels thereafter, the blitz's base land speed increases by a further 10 feet. At 3rd level, and every 4 levels thereafter, he may choose either to select a social talent, or to increase his base land speed by an additional 10 feet.

This ability replaces all social talents.



Elusive (Ex): At 2nd level, the blitz learns to avoid danger while moving at extreme speeds. Whenever the blitz would provoke an attack of opportunity as a result of moving, as an immediate action, he may choose to add his vigilante level as a dodge bonus to AC against that attack. This counts as the Mobility feat for the purposes of qualifying for prerequisites.

This ability replaces the vigilante talent gained at 2nd level.

Sudden Reposition (Ex): At 3rd level, the blitz can move at extraordinary speed to guard another creature from harm. Whenever a creature that the blitz can see is subject to an attack roll or any effect which would require a Reflex saving throw, the blitz may move up to his speed and end his movement adjacent to that creature. If he does, the attack or effect affects him instead. If the triggering action is an attack, the attack roll is made against the blitz's AC, and if the triggering action is an effect requiring a Reflex saving throw, the blitz makes his own Reflex saving throw, as normal.

This ability replaces the unshakable class feature.

Rhino Charge (Ex): At 4th level, the blitz can deliver especially powerful charges. Whenever the blitz makes a charge attack action, he gains an additional +1 bonus to the attack roll for every 20 feet moved as part of the charge attack (to a maximum additional bonus equal to his vigilante level). If the attack hits, he adds his vigilante level as a bonus

to damage; this additional damage is considered precision damage. If the blitz gains the ability to make multiple attacks as part of a charge action, this benefit applies only to the first attack made as part of that charge action.

Speed Blur (Ex): At 10th level, whenever the blitz leaves the threat range of a creature he has attacked that round, that creature must succeed on a Reflex save (DC 10 + 1/2 the blitz's level + the blitz's Dexterity modifier) or be spun about and disoriented by the speed of the blitz, suffering a -2 penalty to AC, attack rolls, and Reflex saves until the end of its next turn. This penalty is applied before the target makes any attack of opportunity caused by the blitz's movement.

This ability replaces the vigilante talent gained at 10th level.

Staggering Speed (Ex): At 12th level, whenever the blitz successfully hits a creature as part of a charge, the target must succeed on a Reflex save (DC 10 + 1/2 the blitz's level + the blitz's Strength or Dexterity modifier) or be staggered for 1d4 rounds. If the blitz gains the ability to make multiple attacks as part of a charge action, this benefit applies only to the first attack made as part of that charge action.

This ability replaces the vigilante talent at 12th level.

Lighting Strike (Ex): At 18th level, the blitz can charge across the battlefield like lightning. The blitz can take a full round action to perform a lighting strike maneuver. During a lightning strike, the blitz can make a number of charge actions equal to the number of attacks he can make in a round due to having a high base attack bonus (typically three, at eighteenth level). Each charge attack must be made against a different target, and the blitz must move at least 20 feet during each charge attack. If the blitz has the pounce special ability, or a similar special ability, he may make a full-attack on only one of the charge actions gained in this way (with the other charge actions only granting the single normal attack). The AC penalty for charging applies for each charge action made in this way.

This ability replaces the vigilante talent gained at 18th level.

Lethal Speed (Ex): At 20th level, the blitz can strike with such speed as to be instantly lethal. Whenever the blitz successfully makes a charge action, if the attack made as part of the charge is a confirmed critical hit, the target is instantly slain. If the blitz gains the ability to make multiple attacks as part of a charge action, this benefit applies only to the first attack made as part of that charge action.

This ability replaces the vengeance strike class feature.

Devil's Eye

The devil's eye is an unusual vigilante who can see without sight, hear without ears, and use his extraordinary senses to fight the darkness he sees in the world every day. His ability to rely on other senses allows him to effectively combat foes that he might otherwise be too terrified to face.

Devil's Focus: At 1st level, a devil's eye learns to shut out his senses in order to become a more perfect instrument of justice. As a free action which does not provoke attacks of opportunity, a devil's eye can choose to tune out his vision and/or his hearing, focusing his senses elsewhere. When he does, he becomes blind and/or deaf. In addition to the normal effects, becoming blind in this way grants the devil's eye immunity to fear effects, while becoming deaf in this way renders him immune to sonic effects, including sonic damage. Furthermore, the devils' eye suffers no penalty to Dexterity for being blind, and gains blindsight to a range of 5 feet. Using this, he is able to get along normally and is able to pinpoint the location of creatures and objects within 5 feet as a free action.

This ability replaces the vigilante specialization class feature.

Enhanced Senses: At 2nd level, the devil's eye learns to observe the world using senses other than vision or hearing. Whenever the devil's eye becomes blind, he gains blindsense to a range of 30 feet. Whenever the devil's eye becomes deaf, he can choose to gain darkvision to a range of 120 feet. Whenever the devil's eye is neither blind nor deaf, he instead receives a bonus on Perception checks equal to his level.

This ability replaces the vigilante talent gained at 2nd level.

Vigilante Talents: A devil's eye's unique skill set allows him access to the following vigilante talents.

Pulse Detector (Ex): While a devil's eye is blind or deaf, he gains increased sensitivity to touch. As long as he remains in physical contact with a creature, he can feel that creature's heartbeat and tell whether she is lying, granting him a +20 bonus on Sense Motive checks made against that creature.

Rogue Talent (Ex): The devil's eye gains a single rogue talent. Any talent effects based on rogue level use the devil's eye's class level. If the rogue talent has a prerequisite, the devil's eye must fulfill the prerequisite before taking that rogue talent. This talent can be selected multiple times; each time, it grants the devil's eye a new rogue talent.

Ninja Trick (Ex): The devil's eye gains a single ninja trick. Any talent effects based on ninja level use the devil's eye's class level. If the ninja trick has a prerequisite, the devil's eye must fulfill the prerequisite before taking that ninja trick. This talent can be selected multiple times; each time, it grants the devil's eye a new ninja trick. He may select ninja tricks that require a *ki* pool, but cannot make use of such tricks unless he has a *ki* pool.

Embody the Silence (Ex): At 6th level, the devil's eye learns to embrace the emptiness of sensory deprivation in order to conceal himself. Whenever the devil's eye uses Stealth to hide while he is blind and deaf, he gains a +10 bonus on the Stealth check. The devil's eye still cannot hide while being observed, even if he is unaware of his observer.

This ability replaces the vigilante talent gained at 6th level.

Improved Enhanced Senses: At 10th level, the devil's eye has mastered his ability to observe the world without sight or sound. Whenever he is blind and deaf, he gains blindsight to a range of 120 feet.

This ability replaces the vigilante talent gained at 10th level.

Effortless Deprivation: At 12th level, the devil's eye can easily use his extrasensory powers. The devil's eye can turn off his olfactory senses in order to gain immunity to scent-based attacks (such as *stinking cloud*). Additionally, the devil's eye ignores miss chance from concealment, but not from other sources (such as a creature affected by a *blink* spell).

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

Strike from Stillness (Ex): At 16th level, the devil's eye can make a single perfect strike, when he has cast aside all distractions. As a full-round action, a devil's eye who is blind and deaf can make a single melee attack. He gains a +5 bonus on this attack roll, and on a successful hit, he deals an additional amount of damage equal to his class level. This is precision-based damage. Further, the target must succeed on a Fortitude save (DC 10 + 1/2 the devil's eye's vigilante level + the higher of the devil's eye's Strength or Dexterity modifiers) or be paralyzed for 1 round.

This ability replaces the vigilante talent gained at 16th level.

Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of spells or items), places, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, Ever-Changing Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tarterian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar'ri, baatezu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, yuan-ti.

All of the rest of the SRD is Open Game Content as described in Section 1(d) of the License.

More information on the Open Game License can be found at www.wizards.com/d20.

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration of agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Buar, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCordell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Monster Codex. © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Logan Bonner, Jason Bulmahn, Ross Byers, John Compton, Robert N. Emerson, Jonathan H. Keith, Dale C. McCoy, Jr., Mark Moreland, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, Thomas M. Reid, Patrick Renie, Mark Seifter, Tork Shaw, Neil Spicer, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game NPC Codex. © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment. © 2012 Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, and Russ Taylor.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balesley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Pathfinder Roleplaying Game Ultimate Intrigue © 2016, Paizo Inc.; Authors: Jesse Benner, John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Robert N. Emerson, Amanda Hamon Kunz, Steven Helt, Thurston Hillman, Tim Hitchcock, Mikko Kallio, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alexander Riggs, David N. Ross, David Schwartz, Mark Seifter, Linda Zayas-Palmer.

Weekly Wonders: Comic Book Vigilante Archetypes Copyright 2016, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

END OF LICENSE

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.

Astound friends and foes alike with masterful feats of archery and access to a wide variety of special trick arrows as an arrow of justice, including arrows that release sleeping gas, arrows that explode with fire, and arrows that release entangling goo! Run circles around your foes as a blitz, a high-speed archetype that lets you move faster than the eye can see, dash across the battlefield in the middle of a full-attack action, and push allies out of harm's way as an immediate action. Finally, prove that justice is blind as a devil's eye, gaining the ability to turn off your sight and hearing in order to gain incredible superhuman senses.



*Necromancers
of the Northwest*

PATHFINDER
ROLEPLAYING GAME COMPATIBLE