

# Weekly Wonders

## *Vigilante*

## *Talents*

Alex Riggs, Joshua Zaback



*Necromancers  
of the Northwest*

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

# Credits

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## Introduction

The vigilante is a new class introduced in *Ultimate Intrigue*, and boasts an interesting model. No other class is as modular as the vigilante, allowing players to fully customize their character to use martial or stealthy abilities at their discretion (and, through certain archetypes, magical abilities, as well). Furthermore, the versatility of the vigilante is not limited to their combat talents, but also to their social skills, allowing players to choose abilities to augment their roleplaying style. What, then, could such a versatile class need? Even more choices! In this book we have provided an abundance of new social and vigilante talents to augment your character.

### Social Talents

*Admirers (Ex):* The vigilante's social identity has a pack of fans and admirers eager to spend time with the vigilante, and it costs the vigilante minimal effort to draw a crowd to him when he wants one. Whenever the vigilante remains in his social identity in the same 60-foot radius spot within his area of renown for at least 4 hours, 2d10 admirers arrive to surround him in order to bask in his attention. These admirers are typically 1st-level commoners and experts who identify with his social identity's agenda. Additionally, if the vigilante makes it publicly known that he will be in a given location at a specific time, he can have 2d10 admirers waiting for him at the appointed time and place, provided he gives at least 1 hour's notice. Admirers might not participate in combat on behalf of the vigilante, but generally acquiesce to any mundane requests, and will typically run social interference on his behalf, decrying detractors or challenging those who are trying to get to close to their beloved idol. The vigilante must have the renown social talent in order to select this talent.

*Criminal Contacts (Ex):* The vigilante's social identity has connection to criminal circles and can use his underworld contacts to learn about the activities of criminals in the area. The vigilante gains a +4 bonus on Knowledge (local) checks and Diplomacy checks made to gather information to learn about the activities of criminals in an area, and can make such checks in half the usual amount of time.

*Dramatic Revelation (Ex):* While in his social identity, the vigilante can reveal his vigilante identity to another character as part of making a Bluff, Diplomacy, or Intimidate check; if he does, he gains a +10 bonus on the check and rolls the check twice, taking the higher result. Of course, revealing his identity in this way can have disastrous consequences for the vigilante.

*In Two Places (Ex):* The vigilante is able to convince his personal assistant to assume his vigilante identity in order to appear to be in two places at the same time. If the vigilante's cohort is a personal assistant, he gains a +20 bonus to Disguise checks made to assume the vigilante's vigilante identity. The vigilante must have the personal assistant social talent to select this talent.

*Personal Assistant (Ex):* The vigilante has a social acquaintance who has access to useful skills or great wealth which he uses to lend exceptional aid to the vigilante in various ways. A vigilante with the Leadership feat can designate his cohort as his personal assistant, if the cohort is aware of both the vigilante's social and vigilante identities. A cohort who is identified as a personal assistant is able to draw upon the vigilante's social resources and contacts in order to provide him with exceptional service. A personal assistant gains a +2 bonus on Craft, Knowledge, Perform, and Profession skill checks made at the request of the vigilante. Additionally, the personal assistant enjoys increased access to resources in the vigilante's areas of renown, granting a further +1 bonus on Craft, Knowledge, Perform, and Profession skill checks made in the vigilante's areas of renown. If the vigilante has the great renown social talent, this additional bonus in the area of renown increases to +2, and if the vigilante has the incredible renown social talent, the bonus in the area of renown increases to +6. Finally, the personal assistant of the vigilante can invoke the vigilante's name in order to gain a +4 bonus on Bluff, Diplomacy and Sense Motive checks within the vigilante's areas of renown. A vigilante must have the Leadership feat and the renown social talent in order to select this talent.

*Ruinous Rumor (Ex):* The vigilante can use his social identity's great community standing to discredit other individuals. The vigilante can spend 1 hour in his social identity in his area of renown spreading rumors about an individual, making a Bluff check with a DC equal to the chosen victim's CR + the Diplomacy DC for the vigilante to raise the victim's attitude by one step. The DC to discredit particularly irreproachable individuals might be increased by +5 or +10, at the GM's discretion, while the DC to discredit seedy individuals might be lowered by -5 or -10. The normal modifiers for the believability of the rumor apply to this check. If the check is successful, then characters in the vigilante's area of renown treat their starting attitude toward the individual as one step lower than it normally would be, to a minimum of unfriendly. These rumors last until the individual addresses them, and he must improve the attitudes of affected individuals on his own. The vigilante must be at least 10th level and have the renown social talent before he can select this social talent.

*Social Awareness (Ex):* The vigilante can use careful analysis to gauge the effectiveness of his social skills. Whenever the vigilante fails a Bluff check, the GM makes a secret Perception check on the vigilante's behalf, with a DC equal to the result of the Sense Motive check which opposed his Bluff check. If the check is successful, the vigilante learns whether the target believes his lie before the target has time to react to him. Additionally, the vigilante always knows if he influences a character's attitude with Diplomacy.

*Standing Invitation (Ex):* The vigilante's social identity is rich and famous enough to command a standing invitation to nearly any social gathering. The vigilante can attempt a DC 20 Bluff or Diplomacy check in order to gain entrance to any social gathering which requires an invitation. If the event is particularly exclusive, the DC might be higher, or if the event is easy to get into, the DC might be lower, at the GM's discretion. If the vigilante is in his area of renown, he gains a +2 bonus on this check. If he has the greater renown talent, this bonus increases to +4, and if he has the

incredible renown talent, it increases further to +8. The vigilante must have the renown social talent to select this talent

*You Must Excuse Me (Ex):* The vigilante is an expert at escaping troubling social situations while avoiding embarrassment and can usually come up with an excuse to get out of nearly any uncomfortable conversation. Whenever the vigilante fails a Bluff check, he may immediately reroll the check; if the new roll succeeds, the vigilante can deliver a clever excuse to extract himself from the conversation, which distracts the other character for 1d10 minutes before coming to realize the vigilante was lying, allowing him time to escape. The vigilante must have the social awareness social talent and the renown talent to select this social talent.

## Vigilante Talents

*Alchemical Expert (Ex):* The vigilante is gifted at the creation and use of alchemical items. The vigilante gains Brew Potion as a bonus feat and adds 1/2 his vigilante level to Craft (alchemy) checks made to create alchemical items. The saving throw DC, if any, for an alchemical item he creates using Craft (alchemy) is equal to 10 + 1/2 the vigilante's level + the vigilante's Intelligence modifier. For the purposes of creating a potion, the vigilante is treated as having the required spell, even if he does not have access to that spell; doing so, however, causes the potion to cost 4 times what it normally would. The vigilante must be at least 4th level to select this talent.

*Binds of Justice (Ex):* The vigilante chooses to spare his foes and leave them for the proper authorities to deal with, and as such is a master of using ropes and bonds to trap his foes. Whenever the vigilante ties up or otherwise binds a character, he may choose to employ secret rope techniques. If he does, he may choose to increase or decrease the DC to escape from his bonds by up to 10.

*Cape Fighting (Ex):* As long as the vigilante has at least one hand free and is wearing a cape, cloak, or similar piece of clothing, he can use the cape to his advantage in combat. He gains a +1 shield bonus to AC. Further, he can make disarm and dirty trick attempts with his cloak, gaining a +2 circumstance bonus on the combat maneuver, and he can make such combat maneuvers without provoking attacks of opportunity.

*Certain Subdual (Ex):* The vigilante has chosen to spare the lives of his foes, seeing no justice in spilling undue blood. Whenever the vigilante would reduce a character to 0 or fewer hit points, he may reduce them to 0 hit points and inflict 1 point of nonlethal damage instead.

*Danger Sense (Ex):* The vigilante is used to putting himself in dire situations and has learned to react with preternatural speed and cunning to avoid danger. The vigilante gains a bonus to Perception checks made to locate creatures concealed by Stealth equal to 1/2 his vigilante level, and gains a +2 bonus on initiative checks.



*Death From Above (Ex):* The vigilante uses attacks from above to gain additional leverage against his foes, gaining an additional +1 bonus to attack and damage rolls on all attacks made while having higher ground. Additionally, whenever the vigilante moves at least 10 feet vertically down in a round in which he makes an attack against another creature, that creature is denied her Dexterity bonus to AC against the attack.

*Face Fling (Ex):* The vigilante is able to fling objects and weapons at his foes' faces in order to distract and cripple them. The vigilante may perform a dirty trick combat maneuver with a held or improvised thrown weapon at a range of 30 feet. If the attempt fails, the thrown weapon lands in the target's square.

*Just in Time (Ex):* The vigilante can attempt to disable a mechanical trap or open a lock as a move action, but suffers a -5 penalty on the check if he does so. If he fails the first attempt, any retries take the normal amount of time. Certain elaborate locks and traps may be too large or complex to disable in this short timeframe, at the GM's discretion. The vigilante must have at least 1 rank in Disable Device in order to select this talent.

*Knight of the Night (Ex):* The vigilante prefers to do battle under the cover of darkness, using it to his advantage. Whenever a character attacks the vigilante while the vigilante has concealment due to darkness, the attacker must roll her miss chance twice and take the worse result. The vigilante must be at least 8th level to select this talent and have the shadow's sight talent.



*Rope Combat (Ex):* The vigilante is exceptionally gifted with the use of rope in combat, allowing him to entangle and entrap his foes in the heat of battle. Whenever the vigilante holds a rope in both hands, he may use the rope like a net to entangle his foes. Using the rope in this way does not provoke attacks of opportunity. Additionally, while holding a rope in both hands, the vigilante gains a +4 bonus on grapple combat maneuver attempts, and if he successfully pins a character in this way, he can tie that character up as a free action. The vigilante must be at least 6th level and have the binds of justice talent in order to select this talent.

*Shot in the Dark (Ex):* While in an area of dim light or darkness, whenever the vigilante makes an attack with a ranged weapon against a target at least one range increment beyond the ranged weapon's first range increment, he may use Stealth to hide as an immediate action. If he does, he suffers only a -5 penalty on the Stealth check. He may not use Stealth to hide while observed, unless he also has the ability to hide in plain sight. A vigilante must be at least 6th level to select this talent.

*Sidekick (Ex):* If the vigilante has the Leadership feat and his cohort is aware of both his social identity and his vigilante identity, the vigilante can identify that cohort as his sidekick. A sidekick gains any one vigilante talent (other than sidekick). For the purposes of qualifying for vigilante talents, the sidekick counts as a vigilante with the same specialization as the vigilante and of half his vigilante level. When the vigilante reaches 10th level, and every 5 levels thereafter, his sidekick gains an additional vigilante talent.

*Sucker Punch (Ex):* Whenever the vigilante deals full hidden strike damage to a creature with his unarmed strike, the target suffers an additional amount of damage equal to the vigilante's level. Only vigilantes of at least 6th level with the stalker specialization may select this talent.

*Terrible Warning (Ex):* The vigilante is a master of speaking to those who cannot see him in order to make exceptionally persuasive points. The vigilante gains a +6 bonus on Bluff, Diplomacy, and Intimidate checks made against characters who cannot pinpoint his location. The vigilante can use this talent while in his social identity without risk of revealing his vigilante identity.

*Uncanny Defense (Ex):* The vigilante is always on alert for potential dangers and is rarely caught off guard. He gains the uncanny dodge ability of the barbarian. At 8th level, he gains the improved uncanny dodge ability of the barbarian. Additionally, he gains a +1 dodge bonus to AC during surprise rounds. This vigilante talent can only be selected by vigilantes of at least 4th level with the avenger specialization. The vigilante must have the danger sense talent to select this talent.

*Utility Belt (Ex):* The vigilante finds himself in constant need to draw a wide variety of items. The vigilante has a special belt, bandoleer, pouch or similar device which can hold up to 50 lbs. worth of items at the ready. The vigilante can draw these items as a swift action.

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# Enhance Your Utility Belt!

The vigilante class, introduced in *Pathfinder Roleplaying Game: Ultimate Intrigue*, is one of the most modular classes in the game, allowing players to heavily customize their character with both vigilante and social talents, and, through use of archetypes, create vigilantes that are focused on combat, stealth, or even magic. Further, the class drips with crime-fighting flavor in the style of comic book superheroes. So, what is the one thing that all vigilante players will want? An even greater arsenal of options!

This book presents nine new social talents and sixteen new vigilante talents, giving your character the edge on both the battlefield and his or her social circles. Use your social identity's renown to attract a crowd of admirers just when you need them, gain a personal assistant who can help manage your social life, or ensure that your social identity always has a standing invitation to anywhere you might want to go. On the vigilante side of things, use your cloak or cape to block enemy blades and help you perform tricky maneuvers, be sure to take your enemies alive with talents that help you subdue your foes and bind them more effectively, or gain a utility belt from which you can draw items as a swift action.

This book contains all that, and more!



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