**Masked:** Gadgets & Gear of the Vigilante





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# Masked: Gadgets & Gear of the Vigilante

Welcome to another installment of adventurer's armory. This product will focus on one of the most interesting, and fun character classes that you can find in Paizo's rules-set; the Vigilante. Vigilante's present a vast swath of new options for players to explore, with many new archetypes allowing you to build a character who resembles your favorite comic book characters.

One of the things players have noticed, is that while there are a bevy of class options, there are still some equipment options left unfulfilled. This product attempts to alleviate that, presenting quite a few new class and character options, as well as some new magic and mundane items meant to compliment costumed crime-fighters.

# **New Character Options**

Social Talents

The following abilities can be selected by a Vigilante whenever they would be able to choose a Social Talent.

Barfly (Ex): A vigilante with this talent gains a +2 bonus to any diplomacy check made to gather information. If conducting gather information while within their area of renown, this bonus increases to +5. This talent does not allow a character making a Gather Information check to obtain information that would regularly be unavailable under normal circumstances.

Gregarious (Ex): A vigilante with this talent gains a +2 bonus to any diplomacy check made to modify the attitude of another character. In addition, should the skill check fail, it only decreases the attitude of the targeted character if the vigilante fails by 10 or more.

Celebrated Artist (Ex): A vigilante with this talent gains a +2 bonus to any perform check made within their area of renown. If using the Fame rules (Ultimate Campaign), a Vigilante gains a +2 bonus to any perform check made within his 'sphere of influence'. In addition, if using the Fame Rules (Ultimate Campaign), any use of the Perform skill that results in a 30 or higher results in an increase of 1D3 fame.

Local Performer (Ex): A vigilante with this talent gains a +2 bonus to any perform check made within their area of renown. In addition, inside that area of renown, they automatically have a group of Enthusiasts; where are generated as followers are using a leadership score. However, your leadership score for this group of followers is equal to your most recent perform check divided by 3 plus half your current fame. The vigilante will have little control over these enthusiasts, but they should be expected to show up at the vigilante's performances, paying cover charges (up to 5 silver per enthusiast).

# Vigilante Talents

The following abilities can be selected by a Vigilante whenever they would be able to choose a Vigilante Talent.

Heroic Durability (Ex): A vigilante with this talent gains DR 1/-. If they already had damage reduction from any other source, their DR increases by one instead. This talent can be taken multiple times, each time results in the Vigilante's DR increasing.

Bull's Horns (Ex): A vigilante with this talent receives a +1 bonus to any combat maneuver checks made to attempt a bull rush. A vigilante with this talent deals D4 + .5(Str) following any successful Bull Rush.

Terror Rush (Ex): A vigilante with this talent receives a +1 bonus to any combat maneuver checks made to attempt a bull rush. In addition, a Vigilante can attempt a free bull rush as part of a charge while still attacking his opponent as part of that charge.

Breather (Su): A number of times per day equal to their Constitution Modifier, a Vigilante with this talent may heal a number of hit-points equal to twice their Vigilante level.

# Vigilante Adventuring Gear

Incense of Slumber Cost: 20 Gold Pieces Weight: -



This special incense can be ignited, or poured into a censor or other source of fire, and produces a very pungent, but calming scent. If used indoors, it causes those that are exposed to it to make a DC 8 Fortitude Save or fall asleep after D4+1 rounds of exposure. A creature exposed to incense of slumber before receives a +2 bonus to saving throws to resist the effect. Lastly, this item can be used as an optional component to any sleep spell, increasing the DC of that spell by two.

Sneaking Cloak and Slippers Cost: 5 Gold Pieces Weight: 1 lb

This is a pair of slippers designed to fit over boots or feet, along with a cloak that wraps easily around a body. The cloak and slippers are made of an incredibly soft suede-like material, and help to distort and hide both sounds and sights originating from the wearer. The wearer gains a +4 bonus to Stealth Checks. This bonus increases to +6 at night, or while walking on manufactured surfaces (such as marble or wood).

Webbing Charge Cost: 50 Gold Pieces Weight: .5 Lb

This is a special ammunition fired from either a light crossbow or a heavy wrist launcher. The charge is fired against it's target's touch armor class. Those hit with the Webbing Charge are webbed in place and gain the grappled condition. They may only move out of their current position or lose the grappled condition if they succeed at a DC 13 Strength or Escape Artist check. The webbing lasts for a grand total of 15 minutes. It is flammable and if ignited, deals 2d6 points of fire damage to the creature caught within the web. The webbing does burning away, but the creature burns for another D4 rounds, taking half as much fire damage as was initially dealt. Scroll Capsule Cost: 25 Gold Pieces Weight: .5 lb



These specially designed capsules are watertight and flame resistant, providing extra protection to scrolls carried on your person. The capsules have a hardness of 10 and 15 hitpoints. Unlike other material, the first 5 points of hardness does apply to sources of fire damage. The remaining damage is then reduced by half and dealt to the capsule. When the capsule is destroyed, so are it's contents.

These capsules are spring loaded and can be attached to a belt or bandoleer, allowing a character to retrieve a scroll as a move action instead of a standard action. However, due to the ease of use, retrieving an object from a Scroll Capsule does not provoke an attack of opportunity.

Lastly, a Capsule can have a lock attached. A locked capsule costs 125 Gold Pieces. The lock is a series of dials along the length of the capsule, or can even be a certain sequence whereby a character turns the cap of the capsule.

Vigilante Magic Items

Ring of Force Aura Moderate Evocation Price 16500 gp;



Slot -

This ring provides it's user three distinct modes of function, which can be changed by the bearer of the Ring with a simple verbal command. Each day, the ring has five charges, and using any one of the following forms consumes a single charge. When all charges are consumed, the ring becomes inert.

The first mode of function is to create a powerful shell which protects it's bearer from harm. This shell provides its user with DR 5/- against all ranged weapons and DR 1/- against melee weapons. The shell also provides a +2 deflection bonus to AC as long as it is up. The shell will stay up for 1 hour or prevent up to 50 points of damage, after which time it collapses.

The second mode of function creates a single weapon of your choice that can be wielded by one hand. This weapon can manifest anywhere within fifty feet and floats in the air on its own. Each round, on your round, it attacks, using your base attack bonus plus your intelligence bonus for it's attack roll, and dealing D8+1 damage on a successful hit. It deals a damage type that the weapon would normally deal. This weapon stays up for 20 rounds, after which time the effect dissipates. Disarm and other maneuvers against the magical weapon automatically fail, and it cannot be used to make combat maneuvers.

Lastly, the ring can summon a disc of arcane force that levitates. The disc appears anywhere within 50 feet of you, and can hold up to 2000lbs. This disc has a fly speed of 40 feet, and can ascend at 20 feet per round. The disc appears to be made of glowing, semi-translucent energy and has a radius of approximately four feet. It can be turned sideways and used for partial cover or full cover for small creatures. The disc lasts for one hour, at which point it dissipates.

# CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, Mage Armor, Protection from Arrows, Magic Missile Cost 8250 GP

| Figurine of Wondrous Power (Bronze Falcon) |                    |        |
|--|--------------------|--------|
| Aura Moderate Evocation                    | CL 5 <sup>th</sup> | Slot - |
| <b>Price</b> 3500 <b>gp</b> ;              | Weight -           |        |

This figurine transforms into a Falcon when it's owner utters the correct command word. The creature flies and obeys commands mentally from it's user, and can even be activated from 100 feet away, so long as it's owner is conscious. Once activated, the Falcon assumes all of the qualities of a regular Falcon, except that it has a hardness of 8. Its owner can see through the Falcon's eyes, and can cast spells on the Falcon at a distance, as long as the range is personal. The falcon stays active for 2 hours per day, before reverting back to it's regular figurine form.

#### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, Mage Armor, Protection from Arrows, Magic Missile Cost 1750

| Ring of Shocks                |                    |        |
|-------------------------------|--------------------|--------|
| Aura Moderate Evocation       | CL 3 <sup>rd</sup> | Slot - |
| <b>Price</b> 3600 <b>gp</b> ; | Weight -           |        |

This obsidian ring is polished smooth, with slight specks of gold embedded in intricate patterns similar to lightening around the band. The bearer of the ring can use this ring five times per day and reproduce the effects of the shocking grasp spell, with the following exceptions. The spell deals 2d6 points of lethal or non-lethal damage following a successful touch attack, and does not provoke an attack of opportunity. The bonus to attack that applies to creatures wearing metal armor or made of metal is increased to +5. Lastly, once used, the spell charge created does not dissipate until it is used against a target (therefore the spell remains active until a touch attack is made).

#### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, Shocking Grasp Cost 1800 Gold Pieces