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ULTIMATE INTRIGUE PLAYTEST, ROUND 2

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AN INTRIGUING PLAYTEST

Welcome to the Ultimate Intrigue playtest. This thrilling book is due out in early 2016, but we here in the Pathfinder design dungeon wanted you to get a chance to play with one of the fun new options in this book right now! In this document you will find rules for a brand new class, the vigilante. Nobleman, merchant, or even simple baker by day, this character takes on an alternate persona by night to take the fight to his enemies!

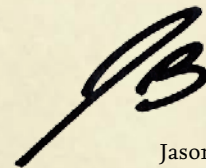
This class is unlike any other we have ever put together. It has two entirely separate roles at the table, one of which is focused around social encounters, while the other is great for adventuring, taking on one of many different functions in the group. We hope you will take this class and add it to your game. Play it for a few levels and let us know what you think! If you are a GM, incorporate a vigilante as a villain or NPC that the PCs must deal with. We think you will find that this class gives you a number of interesting ways to challenge your players!

Once you've gotten a chance to play the vigilante a bit, head on over to the messageboards at paizo.com. We've set up a playtest forum for you to give us your feedback on this class. I should stress that while we do

want to you hear your opinions and thoughts, actual playtest feedback is of more use to us as we evaluate the strengths and weaknesses of this class. Be sure to test your vigilante in social encounters and let us know how he functions in that role. Finally, please be polite and patient with your fellow playtesters. Remember, we are all here to make this class the best it can be.

The playtest boards will remain open until July 20th, 2015, but we will create a special thread for one last round of feedback after that primary playtest is over. Details on this special thread will be posted in the messageboards.

Finally, I want to take a moment to thank you for participating in the playtest for Ultimate Intrigue. I know I speak on behalf of the entire design team when I say that we are looking forward to seeing what you think!



Jason Bulmahn
Lead Designer

VIGILANTE

Life can be unfair. From the starving peasants forced to toil for the local baron to the common laborers tasked with building the king's newest palace for a mere handful of copper pieces each week. There are those who see these injustices and do nothing. They are complicit, willing to reap the rewards obtained through the suffering of others. Then there are those who see the inequality and find themselves driven to take action, outside the law if necessary. These vigilantes operate in plain sight, hiding behind respectable personas by day, but donning alternate guises by night to right the wrongs they see all around them.

Not all vigilantes are out to make the world a better place. These criminals hide behind the pretenses of being ordinary folk, only to become terrors in the shadows, stealing and killing to fulfill some dark agenda. In either case, the vigilante is a character of two natures, the face that everyone knows and the mask that inspires fear.

Role: The vigilante can take on many tasks within a group. While most are skilled at negotiating delicate social situations and courtly intrigue, their role in dangerous environments depends heavily on their specialization.

They can serve as skilled arcane spellcasters, feverish zealots, stealthy spies, or even brutish warriors.

Alignment: Any.

Hit Die: d8.

Starting Wealth: 5d6 × 10 (average 175 gp)

CLASS SKILLS

The vigilante's class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (local) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), and Stealth (Dex).

Skill Ranks per Level: 6 + Int modifier.

CLASS FEATURES

The following are the class features of the vigilante.

Weapon and Armor Proficiencies: Vigilantes are proficient with all simple and martial weapons and with light armor, medium armor, and shields (except tower shields).

Dual Identity (Ex): Starting at 1st level, a vigilante learns to hide his true identity, allowing him to move about social circles and nobility without carrying the stigma of

being a ruthless vigilante. In effect, the vigilante has two identities: one is a polite member of society while the other is a skilled and cunning warrior. To keep up this charade, the vigilante usually has two names, his true name used in polite company and his vigilante name used to strike fear in those who oppose him. Knowledge checks about one do not reveal information about the other, unless the vigilante has been captured and his identity revealed to the world at large.

The vigilante can start each day in either of his identities, referred to simply as social or vigilante. Changing from one identity to another takes 1 minute and must be done out of sight from other creatures to preserve the vigilante's secrets. Changing identities is more than just changing outfits and clothing (although that is certainly a part of it); it often also involves make-up, hair, and other personal effects. Furthermore, the change is as much a state of mind as of body, so items like *hat of disguise* do not reduce the time required to change identities. Many of the class features of the vigilante are usable only when the vigilante is in one of his two identities, as noted in the ability.

A vigilante can possess two alignments, one for each of his identities. When in an identity, he is treated as having that identity's alignment for all spells, magic items, and abilities that target alignment. For the purposes of meeting a qualification for a feat, class, or other ability, he is only eligible if both of his alignments meet the requirements. A vigilante's two alignments must be within one step of each other on each alignment axis. For example, a vigilante with a lawful neutral social identity could have a vigilante identity that is lawful good, lawful neutral, lawful evil, neutral, neutral good, or neutral evil. If a vigilante is the target of an effect that would change his alignment, it changes both alignments to the new alignment. Any attempts to scry or otherwise locate the vigilante work only if the vigilante is currently in an identity known to the creature attempting to locate him. If he is in an identity unknown to the creature, the spell or effect has no effect, revealing nothing but darkness as if the target was invalid or did not exist.

Seamless Guise (Ex): Starting at 1st level, a vigilante learns to behave in a way that appears perfectly proper and normal for his chosen social identity. Should anyone suspect him of being anything other than what he appears to be while in his social identity, he can make a Disguise skill check with a +20 circumstance bonus to appear as a member of polite society.

Social Talent: Starting at 1st level, and every 2 levels thereafter, a vigilante gains a social talent. Unless otherwise noted, a talent can be selected only once. Some talents require the vigilante to meet other prerequisites before they can be chosen, such as possessing another social talent or attaining a minimum level. Once a talent has been chosen, it cannot be changed.

Any Guise (Su): A vigilante can use his everyman social talent to disguise himself as any specific person, even a

king or high priest. Furthermore, if the actual individual is an invalid target (such as by being dead) or protected from divinations designed to locate the individual, such divinations always find the vigilante instead. A vigilante must be at least 17th level and possess the everyman social talent to select this talent.

Everyman (Su): The vigilante can take on the appearance of a specific individual whenever he assumes a mundane guise. The individual must be a farmer, laborer, or peasant. While disguised as this individual, the vigilante receives a +20 circumstance bonus on Disguise skill checks to appear as that individual. Any spell or ability designed to locate the individual has a 50% chance of finding the vigilante or the actual individual, and divination spells and abilities used on the vigilante give results as if he was the actual individual. Although this doesn't grant the vigilante any special knowledge of the individual, the vigilante's training grants him a +10 circumstance bonus on Bluff skill checks to properly play the part of the specific individual. A vigilante must be at least 11th level and possess the many guises social talent to select this talent.

Feign Innocence (Ex): The vigilante's social identity seems so innocent, it is hard to believe he was involved in wrongdoing. Within his area of renown, this provides a non-magical effect identical to the *innocence* spell (*Pathfinder RPG Advanced Player's Guide* 229). A vigilante must be at least 5th level and possess the renown social talent to take this talent.

Great Renown (Ex): The vigilante is known on a broader scale. He can gain renown in a single community of up to 5,000 individuals (a large town) or up to two smaller communities of no more than 2,000 individuals each (two small towns). The bonus while he is in his social identity remains unchanged, but the circumstance bonus to Intimidate while he is in his vigilante identity increases to +6. A vigilante must be at least 7th level and possess the renown social talent to select this talent.

Immediate Change (Ex): The vigilante can change identities as a move action, and he no longer needs to readjust his appearance and persona. A vigilante must be at least 13th level and must possess the quick change social talent to select this talent.

Incredible Renown (Ex): The vigilante is incredibly famous in both identities. He can gain renown in a single community of up to 25,000 individuals (a large city) or up to two smaller cities of no more than 10,000 individuals each (two small cities). The bonus while he is in his social identity remains unchanged, but the circumstance bonus to Intimidate while in he is in his vigilante identity increases to +8. A vigilante must be at least 11th level and possess the great renown social talent to select this talent.

Instant Recognition (Ex): The vigilante is so well known that his name precedes him, even to other communities. It

TABLE 1-1: VIGILANTE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Dual identity, seamless guise, social talent, vigilante specialization
2nd	+1	+0	+3	+3	Vigilante talent
3rd	+2	+1	+3	+3	Social talent
4th	+3	+1	+4	+4	Vigilante talent
5th	+3	+1	+4	+4	Social talent, startling appearance
6th	+4	+2	+5	+5	Vigilante talent
7th	+5	+2	+5	+5	Social talent
8th	+6/+1	+2	+6	+6	Vigilante talent
9th	+6/+1	+3	+6	+6	Social talent
10th	+7/+2	+3	+7	+7	Vigilante talent
11th	+8/+3	+3	+7	+7	Frightening appearance, social talent
12th	+9/+4	+4	+8	+8	Vigilante talent
13th	+9/+4	+4	+8	+8	Social talent
14th	+10/+5	+4	+9	+9	Vigilante talent
15th	+11/+6/+1	+5	+9	+9	Social talent
16th	+12/+7/+2	+5	+10	+10	Vigilante talent
17th	+12/+7/+2	+5	+10	+10	Social talent, stunning appearance
18th	+13/+8/+3	+6	+11	+11	Vigilante talent
19th	+14/+9/+4	+6	+11	+11	Social talent
20th	+15/+10/+5	+6	+12	+12	Vengeance strike, vigilante talent

only takes 4 hours of effort to get the word out to transfer his renown benefits to a new community. A vigilante must be at least 13th level and possess the incredible renown social talent to select this talent.

Loyal Aid (Ex): The vigilante gains the service of a number of loyal allies that can help him gather information, cover for his two identities, or perform minor tasks. Inside his area of renown, a vigilante with this talent gains a bonus on Diplomacy checks made to gather information equal to 1/2 his vigilante level.

In addition, if the vigilante wants, he can task his friends to help cover for him by spreading false tales of his location and activities to others. This has the effect of increasing the DC of Diplomacy checks made to gather information about the vigilante and Survival checks made to track him by an amount equal to his level. This lasts for 1 day, and can be used only once per week.

Finally, once per day, the vigilante can ask his allies to perform a minor task for him. This usually involves delivering a message, purchasing a piece of mundane gear worth 100 gp or less (which the vigilante must pay for), or retrieving an object owned by the vigilante (that would be easily accessible by the ally). This task might take other forms as well, subject to GM discretion, but can never involve combat or danger. A vigilante must be at least 3rd level and possess the renown social talent to select this talent.

Many Guises (Ex): The vigilante can take on any number of mundane guises. Whenever he changes his identity, he has a third option (instead of social or vigilante): he can become mundane. The mundane identity is not a specific individual. Each one is created at the moment it is assumed, and quickly forgotten as soon as it is removed. While in a mundane identity, the vigilante does not gain the benefit of either his social or vigilante identity, but instead appears as a member of his race, usually a common laborer, farmer, or peasant of any gender. His alignment is treated as neutral when he is in his mundane identity. While in this identity, he has a +20 circumstance bonus on Disguise skill checks to appear like an ordinary member of his race. Spells and abilities that are looking for the vigilante in either of his other identities fail while he is in his mundane identity. He must build the appearance for this identity using whatever clothing and tools he has at his disposal. While he can use magic (such as a *hat of disguise*), his mundane identity can never be anything other than an ordinary member of a society or large group (subject to GM discretion). A vigilante must be at least 5th level to select this talent.

Quick Change (Ex): The vigilante learns to shift between his identities with ease. Instead of needing 1 minute to change his identity, he can now do so as a full-round action. If he uses this ability and he encounters any creature familiar with both of his identities, he must make a Disguise skill check to avoid the creature seeing through his hastily donned disguise and

realizing that they are, in fact, the same person. The vigilante can spend 1 additional round adjusting and perfecting his appearance and persona to negate the need for this check. A vigilante must be at least 7th level to select this talent.

Renown (Ex): The vigilante becomes known for deeds and abilities, regardless of his current identity. This renown grants him favorable treatment in civilized company and lends an air of menace while facing down his enemies.

While he is in his social identity, a vigilante can spend 1 week gaining renown among the locals of any community of no more than about 200 individuals (a village if using settlement statistics). This could be the entire community or a smaller neighborhood in a larger settlement. He must spend at least 4 hours each day socializing and making contacts. After spending 1 week, whenever he is in his social identity, all NPCs treat their starting attitude toward him as one category better, as long as their initial attitude would have at least been indifferent (see the Diplomacy skills on pages 93–94 of the *Pathfinder RPG Core Rulebook*).

While he gains renown in an area using his social identity, he also spreads rumors and tales about his vigilante identity. Once he has gained renown in a community, whenever he is in his vigilante identity, he gains a +4 circumstance bonus on Intimidate skill checks. This bonus applies only while he is within a number of miles equal to his vigilante level from the community in which he has gained renown.

A vigilante can hold renown in only a limited number of communities (one or possibly two with other social talents). If he gains renown in a new community, he must decide which one of his previous communities to lose. These bonuses and abilities are subject to GM approval. The GM might rule that an NPC or monster has not heard the tales or, in rare cases, might respond negatively if the NPC targeted by the check is a foe of the vigilante.

Safe House (Ex): The vigilante can establish a safe house in his area of renown, and he can change it every time he changes his area of renown. This safe house must be an area no larger in volume than a cube 10 feet per vigilante level to a side, though it can be arranged any way he likes and it can be part of a larger building, like a secret room or an underground cave. Objects within this safe house cannot be located by any effect less than a *discern location* spell. At 7th level, creatures in the safe house are also protected from *discern location*. At 13th level, the entire area is protected from scrying effects (though not mundane snooping) like a *mage's private sanctum*. A vigilante must have the renown social talent to select this talent.

Social Grace: The vigilante can select any one Intelligence-, Wisdom-, or Charisma-based skill. Whenever the vigilante is in his social identity, he receives a +4 circumstance bonus on checks with the selected skill. At 5th level, and every 4 levels thereafter, he can select another skill (with the same restrictions) to gain this bonus.

Subjective Truth (Ex): The vigilante's disparate identities allow him to defeat magic that detects lies. As long as what he says is true from the point of view of his current identity, it detects as true to effects like *discern lies* and he can say it in effects like *zone of truth* that force him to speak the truth. A vigilante must be at least 9th level and possess the feign innocence social talent to select this talent.

Vigilante Specialization (Ex): At 1st level, a vigilante must select a specialization that determines many of the abilities granted to him when he assumes his vigilante identity. Once this choice is made, it cannot be changed. Each specialization grants a base ability at 1st level and a number of class skills. In addition, each specialization has a number of unique talents that can be selected with the talent class feature. The base ability and bonus class skills apply when the vigilante is in either of his identities without restriction, but if the vigilante uses any other abilities while in his social identity, he must succeed at a Disguise check against the Perception checks of all onlookers, without the +20 bonus from social grace, or the onlookers will realize that he is something more than his social identity, and perhaps discover that the social and vigilante identities are one and the same. If a talent calls for a saving throw, the DC for that save is equal to 10 + 1/2 the vigilante's level + the vigilante's Charisma modifier, unless stated otherwise.

Vigilante Talent: Starting at 2nd level and every 2 levels thereafter, a vigilante gains a vigilante talent. When choosing a talent, a vigilante can select from among any of the talents listed in his vigilante specialization. Unless otherwise noted, a talent can be selected only once. Some talents require the vigilante to meet other prerequisites before they can be chosen, such as possessing another vigilante talent or attaining a minimum level. Once a talent has been chosen, it cannot be changed.

Startling Appearance (Ex): At 5th level, a vigilante learns to use the element of surprise to his advantage, startling foes that are unaware of his presence. Whenever a vigilante with this ability makes an attack against a foe that is completely unaware of the vigilante's presence (usually due to Stealth or invisibility), the foe is treated as flat-footed for the rest of the vigilante's turn (uncanny dodge or a similar ability prevents this effect unless the vigilante is at least 4 levels higher than the foe with uncanny dodge) and the foe takes a –4 penalty on attacks made against the vigilante until the start of the vigilante's next turn.

Frightening Appearance (Ex): At 11th level, whenever the vigilante with this ability makes an attack against a foe that is unaware of the vigilante's presence (see startling appearance above), the vigilante can, as a free action, make an Intimidate skill check to demoralize the target of his attack and any enemies within 10 feet who witness the attack. This check is attempted before the attack roll against the foe is made and resolved. The vigilante rolls only one

Intimidate check and applies the result to all the targets. If the check succeeds against the target of his attack, that foe is also frightened for 1 round, in addition to being shaken as normal, unless the foe succeeds on a Will save (DC = 10 + 1/2 the vigilante's class level + his Charisma modifier). Once a creature has been the target of this ability (either as the target of the attack or as a nearby creature, regardless of whether or not it was successful) it is immune to that vigilante's frightening appearance for 24 hours. This effect is in addition to the bonuses gained from the startling appearance ability. This is a mind-affecting fear effect.

Stunning Appearance (Ex): At 17th level, a vigilante can leave his foes unable to respond when he appears. Whenever a vigilante with this ability makes a successful attack against a foe that is unaware of the vigilante's presence (see startling appearance above), the foe must make a Will save with a DC equal to 10 + 1/2 the vigilante's level + the vigilante's Charisma modifier or be stunned until the end of the vigilante's next turn. If the creature has more HD than the vigilante's level, it receives a +4 circumstance bonus on this save. This ability is in addition to the effects of startling appearance and frightening appearance. Once a creature has been the target of this ability (regardless of whether or not the save is successful), it is immune to that vigilante's stunning appearance for 24 hours. This is a mind-affecting fear effect.

Vengeance Strike (Ex): At 20th level, a vigilante can spend a standard action to study a target that is unaware of the vigilante (or does not see him as a threat). He can continue to spend standard actions in this way, up to a maximum of 5 standard actions, but all must be spent in consecutive rounds. After studying a target, the vigilante can, in the next round, declare that he is making a vengeance strike against the target. For each round spent studying the target, the vigilante can grant himself a +4 circumstance bonus on the attack roll, gain +3d6 points of precision damage, or treat his die roll as if it were 2 higher for the purpose of determining if the attack hit or if it threatens a critical hit (maximum 20). Each round of study can be spent in a different way, but each round of study must be allocated before the attack roll is made. A vengeance strike must be declared within 1 round of studying a target and all rounds of study are expended when the vigilante declares a vengeance strike.

VIGILANTE SPECIALIZATIONS

The vigilante can choose between the following sets of abilities for his vigilante identity.

Avenger

Rushing from the shadows with a blade held high, the avenger vigilante uses skill at arms to strike down his foes. With an impressive array of combat-focused abilities,

he can bring vengeance to those who have wronged him or his ideals.

Class Skill: In addition to the standard class skills of the vigilante, the avenger vigilante also gains the following class skills: Climb (Str), Knowledge (dungeoneering), Ride (Dex), Survival (Wis), and Swim (Str).

Base Ability: The avenger vigilante gains the following ability, regardless of his current identity.

Assault Training (Ex): Starting at 1st level, the avenger vigilante treats his vigilante level as his base attack bonus instead of the bonuses listed on Table 1-1. He adds this value to any other base attack bonus gained from other classes or racial Hit Dice as normal.

Vigilante Talents: An avenger vigilante can select from any of the following vigilante talents.

Armor Skin (Ex): The avenger vigilante's armor is like a second skin. He doesn't apply the armor check penalty for light and medium armor on Acrobatics, Escape Artist, or Stealth skill checks. This penalty applies to other skill checks as normal. At 8th level, he can move at full speed in medium armor.

Close the Gap (Ex): Each round, at the start of his turn, the avenger vigilante can designate one foe within 20 feet that isn't adjacent to him. When he moves, he doesn't provoke attacks of opportunity from that foe as long as he ends his move adjacent to that foe. If he charges that foe, he does not take the -2 penalty to his AC on any attacks made by the designated foe.

Combat Skill (Ex): The avenger vigilante gains any one combat feat as a bonus feat. He must meet the prerequisites for this feat, but he is treated as though he had a number of fighter levels equal to 1/2 his vigilante level for the purposes of qualifying for this feat. The avenger vigilante can select this talent more than once; each time he must select a different feat.

Environment Weapon (Ex): When the avenger vigilante gains this talent, he must select one type of terrain from the list of ranger favored terrains. While in the selected environment, the avenger can find an improvised weapon if there are any loose or moveable objects around (subject to GM discretion) as a swift action. He doesn't take a penalty for using these improvised weapons. For example, if the avenger vigilante selected the urban environment, he might attack a foe with a chair, an empty bottle, or even a door. At 5th, 10th, 15th, and 20th levels, the avenger can select an additional type of terrain.

Favored Maneuver (Ex): The avenger vigilante must select one type of combat maneuver when he gains this talent. He gains the Improved feat corresponding to that combat maneuver. He gains a +2 circumstance bonus on checks to make that combat maneuver against a foe that is unaware of the vigilante at the start of his combat maneuver. An avenger vigilante can select this

talent more than once. Each time, it applies to a different combat maneuver.

Fist of the Avenger (Ex): The avenger vigilante gains Improved Unarmed Strike as a bonus feat. In addition, whenever he attacks with his fist or a gauntlet, he adds 1/4 his vigilante level to damage, to a maximum of +5.

Heavy Training (Ex): The avenger vigilante gains Heavy Armor Proficiency as a bonus feat. The armor skin avenger vigilante talent also applies to heavy armor. At 16th level, if the vigilante has the armor skin avenger vigilante talent, he can move at full speed in heavy armor.

Living Shield (Ex): Whenever the avenger vigilante is grappling a creature and is targeted by an attack, he can, as an immediate action, attempt a combat maneuver check against the target of his grapple (this combat maneuver check doesn't count as a combat maneuver check to grapple). If he succeeds, the target of his grapple becomes the new target of the attack. If the check fails, the target escapes the grapple and the avenger is the target of the attack as normal. This ability must be used after the attack is declared against the avenger vigilante, but before the attack is made and the results revealed. **Mad Rush (Ex):** Whenever the avenger vigilante charges, he can make a full attack. Whenever he uses this ability, he takes a -4 penalty to his AC until the start of his next turn (in addition to the AC penalty for charging). An avenger vigilante must be at least 12th level to select this talent.

Nothing Can Stop Me (Ex): Once per round, while the avenger vigilante is moving, he can make one free attack against an unattended object that is in the way of his path, such as a door, table, or other obstacle. If his attack deals enough damage to destroy the object, he can continue to move without interrupting his action. If he doesn't deal enough damage, his move ends. This attack doesn't count against his attacks this round, and is made as part of his move. If his attack inadvertently targets a creature (such as a mimic), it automatically misses and his move ends (although he can still attack the creature as normal at the end of his movement).

Shield of Fury (Ex): The avenger vigilante gains Improved Shield Bash as a bonus feat. In addition, if he is at least 6th level, he is treated as if he has the Two-Weapon Fighting feat as long as one of the weapons used is a shield. He may take feats that require Two-Weapon Fighting as a prerequisite, but these feats only apply while he is wielding a shield as one of his weapons (unless he takes Two-Weapon Fighting as normal, in which case this restriction is lifted).

Signature Weapon (Ex): The avenger vigilante must select one type of weapon (such as longsword or crossbow) when he gains this talent. He gains Weapon Focus as a bonus feat for his selected weapon. At 8th level, he also gains Weapon Specialization as a bonus feat for his selected

weapon. He doesn't have to meet any of the prerequisites for these feats.

Suckerpunch (Ex): Whenever the avenger vigilante attacks a foe who is unaware of his presence (or who views him as an ally), and the attack deals nonlethal damage, the attack deals an additional 1d6 points of nonlethal damage. This additional damage increases by 1d6 at each of 6th, 12th, and 18th levels.

Unexpected Strike (Ex): The avenger vigilante gains Quick Draw as a bonus feat. At 8th level, he can draw hidden weapons as a swift action (instead of a move action).

Unkillable (Ex): The avenger vigilante gains Diehard as a bonus feat. At 6th level, he doesn't lose hit points when he takes a standard action while disabled. At 12th level, when he would die from hit point damage, he remains alive for 1 round before dying (and if his hit points rise above his negative Constitution score before that round is over, he doesn't die). At 18th level, he is no longer disabled at negative hit points and can take a full round's worth of actions.

Vital Punishment (Ex): The avenger vigilante gains Vital Strike as a bonus feat. Once per round, before he makes an attack of opportunity, he can declare it to be a vital punishment. If the attack hits, the avenger vigilante can apply Vital Strike. The avenger can apply Improved Vital Strike or Greater Vital Strike as his vital punishment instead if he later gains those feats. An avenger vigilante must be at least 6th level before taking this talent.

Stalker

The stalker vigilante moves fluidly through the night, securing areas and manipulating objects and information with ease, all in pursuit of some mysterious goal.

Class Skill: In addition to the standard class skills of the vigilante, the avenger vigilante also gains the following class skills: Acrobatics (Dex), Appraise (Int), Climb (Str), Disable Device (Dex), Knowledge (engineering), and Use Magic Device (Cha).

Base Ability: The stalker vigilante gains the following ability, regardless of his current identity.

Hidden Strike (Ex): Starting at 1st level, the stalker vigilante gains the ability to deal 1d8 extra precision damage on melee attacks (or ranged attacks from within 30 feet) against foes who are unaware of his presence, who consider him an ally, or are denied their Dexterity bonus to AC by startling appearance. This extra damage increases by 1d8 at 3rd level and every 2 vigilante levels thereafter. A stalker vigilante can also deal hidden strike damage to a target that he is flanking or that is denied its Dexterity bonus to AC, but in these cases, the damage dice are reduced to d4s. A stalker vigilante can deal hidden strike damage against targets with concealment (but not total concealment).

Vigilante Talents: A stalker vigilante may select from any of the following talents. A stalker vigilante can apply

only one talent marked with an asterisk (*) to a given hidden strike, and only when that hidden strike is dealt against a foe that is unaware of the stalker vigilante (or who considers him an ally), unless otherwise noted.

Another Day (Ex, Su): When the stalker vigilante is dropped unconscious due to hit point damage, he automatically stabilizes, but he also appears to be dead, unless an examining creature succeeds at a Heal check (DC = 20 + the stalker's vigilante level) or a caster level check with the same DC if using magic like *deathwatch* (affecting spells is supernatural; the rest of the ability is extraordinary). The stalker vigilante counts as having received aid and automatically succeeds at the Constitution check to become conscious after 1 hour (unless he has actually died in the meantime).

Case the Joint (Ex): The stalker vigilante can use his social identity to learn important facts about a location before returning later in his vigilante identity. If he spends at least 1 hour in a location while in his social identity, he can attempt a DC 20 Knowledge (engineering) check. If he succeeds, he gains the ability to reroll any one failed skill check involving the location's layout (such as Stealth to sneak into the location, Disable Device to disable an alarm, or Sleight of Hand to snatch an object from a pedestal). For every 10 by which the check exceeds 20, the stalker gains an additional reroll. If the stalker vigilante fails to return to the location within one week, the situation changes too much, and he cannot use the rerolls. A stalker vigilante cannot case the same joint more than once a week.

Cunning Feint (Ex): The stalker vigilante can feint as a move action or in place of his first attack during a full attack. At 8th level, on a successful feint, the opponent is denied its Dexterity bonus against all attacks until the stalker vigilante's next turn, as well as against the stalker vigilante's next attack.

Expose Weakness (Ex): The stalker vigilante can use sneaky tricks in order to make it easier to damage a foe, whether it be throwing a fine dust of cold iron over a fey or melting a glob of silver onto a lycanthrope's hide. The stalker vigilante can add the ability to reduce a creature's damage reduction or hardness by 10 to the list of options when attempting a dirty trick combat maneuver check (*Advanced Player's Guide* 320). This does not stack with itself, and it does not work against creatures with DR/—.

Evasive (Ex): The stalker vigilante is hard to catch with area attacks. He gains the evasion ability, and at 12th level, he gains the improved evasion ability.

Foe Collision* (Ex): The stalker vigilante shoves one of his foes into another. When the stalker vigilante deals hidden strike damage to a corporeal foe with a melee attack, he can also deal an amount of nonlethal damage equal to the reduced damage from hidden strike to an opponent adjacent to the first (even if the second opponent is out

of his reach). The damage is bludgeoning damage, and it counts as magic, evil, and so on if the colliding foe's natural attacks do so. Unlike normal, this vigilante talent applies to any successful hidden strike.

Hide in Plain Sight (Ex): The stalker vigilante can vanish right before his foes' eyes, even when being observed. As long as he is within 10 feet of dim light (his own shadow doesn't count), he can hide without anything to actually hide behind. A stalker vigilante must be at least 8th level to choose this talent.

Leave an Opening* (Ex): The stalker vigilante's hidden strike leaves an unbalancing opening in a foe's defenses, setting himself up to attack again. At the beginning of the foe's next turn, if the stalker vigilante threatens the foe, the foe provokes an attack of opportunity from the stalker vigilante. Multiple attacks against the same foe do not create multiple attacks of opportunity in the same round (but attacks against several foes can cause each to provoke one attack of opportunity).

Mighty Ambush* (Ex): The stalker vigilante can instantly knock out an opponent whom he gets the drop on. Once per round when he makes a successful hidden strike, he can instantly drop the damaged enemy unconscious for 1d4 rounds (Fort negates, DC = 10 + 1/2 the vigilante's level + the higher of the vigilante's Strength and Dexterity modifiers). Whether or not a creature successfully saves against this ability, it can't be affected by that stalker vigilante's mighty ambush again for 24 hours. A stalker vigilante must be at least 10th level to choose this talent.

Mockingbird (Ex): The stalker vigilante can mimic almost any sort of voice, or even animal calls and sound effects, and he can throw his voice at a distance. This functions similarly to a combination of the *ghost sound*, *ventriloquism*, and *vocal alteration* (*Pathfinder RPG Ultimate Magic* 248) spells. A stalker vigilante must be at least 4th level to choose this talent.

Perfect Fall (Ex): As long as there is a wall or other surface within arm's reach, a stalker vigilante never suffers falling damage. Even if no surface is available, he suffers only half damage from falling and lands on his feet.

Perfect Vulnerability (Ex): As a standard action, the stalker vigilante can attack his foe where that foe is weakest. This attack targets the foe's touch AC, and the foe is denied her Dexterity bonus against the attack. Once a foe has been the target of perfect vulnerability, she can't be the target of the same vigilante's perfect vulnerability for 24 hours. A stalker vigilante must be at least 8th level to choose this talent.

Pull into the Shadows (Ex): As a full-round action, the stalker vigilante can move up to his speed towards an opponent who is unaware of his presence (or who considers him an ally) and make a single attack against that opponent. If the attack hits, he can attempt a drag combat maneuver check (*Advanced Player's Guide* 321) against that

enemy with a +4 bonus and without provoking an attack of opportunity. If the drag succeeds, the stalker vigilante doesn't need to have enough movement speed remaining in order to move with the enemy. The stalker vigilante cannot use this ability on an ally or a willing target.

Rogue Talent (Ex): The stalker vigilante gains a single rogue talent (not an advanced talent) of his choice. If he selects a rogue talent marked with an asterisk (*), that talent applies to his hidden strike instead of a sneak attack, and it counts as a stalker vigilante talent with an asterisk (*) for the limitation of one per hidden strike.

Rooftop Infiltrator (Ex): The stalker vigilante gains a climb speed equal to half her base speed, which increases to his full base speed when climbing a rope he has personally attached via means such as a grappling hook.

Shadow's Sight (Ex): The stalker vigilante gains low-light vision and darkvision 60 ft. If he already had darkvision, its range increases by 30 ft.

Silent Dispatch (Ex): When a stalker ambushes an enemy or enemies unaware of his presence, the stalker vigilante can roll a Stealth check with a –5 penalty. The result indicates the Perception DC to hear the stalker vigilante's attacks (rather than the normal DC of –10 to hear pitched combat) until an opponent's first action, when the DC returns to –10. Other enemies present can still see the attack; this talent only prevents the sounds of battle from alerting further enemies.

Sniper (Ex): The stalker vigilante can make hidden strikes with ranged attacks at any distance, rather than within 30 feet. A stalker vigilante must be at least 6th level to choose this talent.

Strike the Unseen (Ex): The stalker vigilante gains Blind-Fight as a bonus feat and can deal hidden strike damage against targets with total concealment. At 10th level, he gains Improved Blind-Fight as a bonus feat and can deal all types of precision damage against targets with concealment or total concealment. At 16th level, he gains Greater Blind-Fight as a bonus feat.

Surprise Strike (Ex): The stalker vigilante gains a greater advantage when his foe is unable to defend herself. Whenever he makes an attack against a foe that is denied her Dexterity bonus to AC, he gains a +1 bonus on his attack roll. This bonus increases to +2 at 8th level and to +3 at 16th level.

Throat Jab* (Ex): The stalker vigilante's hidden strike jabs his opponent in the throat, preventing that opponent from speaking until the stalker vigilante's next turn (if he uses this ability on the surprise round against a surprised target and also acts before the target in the first round of combat, it lasts until the vigilante's next turn after the first time the target acts). This prevents the target from calling out for help, using spells with verbal components, or doing anything else that requires speaking. The target

Table 1–2: Warlock Vigilante Spells Prepared
Spells Known

Level	0	1st	2nd*	3rd*	4th*	5th*	6th*
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	—	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	—	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

* A warlock vigilante only knows spells of this level only if he has the appropriate talent to cast spells of this level.

cannot be affected by that vigilante's throat jab again for 24 hours. A stalker vigilante must be at least 4th level to choose this talent.

Twisting Fear (Ex): Whenever the stalker vigilante causes an opponent to suffer from the shaken, frightened, or panicked conditions, that opponent suffers an amount of nonlethal damage equal to the stalker vigilante's reduced hidden strike damage, as the stress wears upon its body. A given creature cannot suffer damage from twisting fear more than once per round. Panicked creatures that take damage from twisting fear are too winded even to scream as they flee in terror.

Up Close and Personal (Ex): When the stalker vigilante attempts an Acrobatics check to move through an opponent's space during a move action, he can make a single melee attack against that opponent as a swift action. If the Acrobatics check succeeds, this attack applies the stalker vigilante's hidden strike damage as if the foe was unaware of the stalker vigilante. Otherwise he applies the reduced hidden strike damage. A stalker vigilante must be at least 4th level to choose this talent.

Warlock

Practicing magic in secret, the warlock vigilante obscures his arcane scholarship from public view. His study of these arts allows him to hide his dual nature and enchant his enemies—or simply blast them with furious magical attacks.

Class Skills: In addition to the standard class skills of the vigilante, the warlock vigilante also gains the following class skills: Fly (Dex), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (planes) (Int), Spellcraft (Cha), and Use Magic Device (Cha).

Base Abilities: The warlock vigilante gains the following abilities, regardless of his current identity.

Arcane Training I (Ex): Starting at 1st level, the warlock vigilante gains the ability to cast a limited number of arcane spells. His spells are drawn from the sorcerer/wizard spell list, presented in Chapter 10 of the *Core Rulebook*. A warlock vigilante must prepare his spells ahead of time, but unlike a wizard, his spells are not expended when they're cast. Instead, he can cast any spell that he has prepared by consuming a spell slot of the appropriate level, assuming he hasn't yet used up his spell slots per day for that level.

To learn, prepare, or cast a spell, the warlock vigilante must have an Intelligence score equal to at least 10 + the spell's level. The saving throw DC against a warlock vigilante's spell is 10 + the spell's level + the warlock vigilante's Intelligence modifier.

A warlock vigilante starts out being able to cast only two 1st-level spells per day. In addition, he receives bonus spells per day if he has a high Intelligence score (see Table 1–3 in the *Core Rulebook*). The warlock vigilante doesn't automatically gain access to more spell levels as he goes up in level. Instead, he must select further arcane training talents if he wants to be able to cast higher-level spells.

A warlock vigilante may know any number of spells, but the number he can prepare each day is limited. At 1st level, he can prepare four 0-level spells and two 1st-level spells each day. At each new vigilante level, the number of spells he can prepare each day increases, adding new spell levels as indicated on Table 1–2. Unlike the number of spells he can cast per day, the number of spells a warlock vigilante can prepare each day is not affected by his Intelligence score. Feats and other effects that modify the number of spells known by a spellcaster instead affect the number of spells a warlock can prepare.

A warlock vigilante must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour studying his spellbook. While studying, the warlock vigilante decides what spells to prepare and refreshes his available spell slots for the day.

Like a sorcerer, a warlock vigilante can choose to apply any metamagic feats he knows to a prepared spell as he casts it, with the same increase in casting time (see Spontaneous Casting and Metamagic Feats on page 113 of the *Core Rulebook*). However, he may also prepare a spell with any metamagic feats he knows and cast it without increasing casting time like a wizard. He cannot combine these options—a spell prepared with metamagic feats

cannot be further modified with another metamagic feat at the time of casting.

Spellbooks: A warlock vigilante must study his spellbook each day to prepare spells. He can't prepare any spell not recorded in his spellbook, except for *read magic* (which all warlock vigilantes can prepare from memory).

A warlock vigilante begins play with a spellbook containing all 0-level wizard/sorcerer spells plus three 1st-level spells of his choice. He also selects a number of additional 1st-level spells equal to his Intelligence modifier to add to the spellbook. At each new vigilante level, he gains two new spells of any spell level or levels that he can cast (based on his new vigilante level) for his spellbook. At any time, a warlock vigilante can also add spells found in other spellbooks to his own (see Chapter 9 of the *Core Rulebook*).

Cantrips: Warlock vigilantes can prepare a number of cantrips, or 0-level spells each day, as noted on Table 1–2. These spells are cast like any other spell, but they do not consume spell slots. As with his other spells, these spells are not expended when cast.

Vigilante Talents: A warlock vigilante can select from any of the following talents.

Arcane Training II (Ex): The warlock vigilante gains the ability to cast one 2nd-level spell per day and increases the number of 1st-level spells he can cast per day by two. A warlock vigilante must be at least 4th level, have an Intelligence of 12 or higher, and have the arcane training I warlock vigilante base ability to select this talent.

Arcane Training III (Ex): The warlock vigilante gains the ability to cast one 3rd-level spell per day and increases the number of 2nd-level spells he can cast per day by two. A warlock vigilante must be at least 8th level, have an Intelligence of 13 or higher, and have the arcane training II warlock vigilante talent to select this talent.

Arcane Training IV (Ex): The warlock vigilante gains the ability to cast one 4th-level spell per day and increases the number of 3rd-level spells he can cast per day by two. A warlock vigilante must be at least 10th level, have an Intelligence of 14 or higher, and have the arcane training III warlock vigilante talent to select this talent.

Arcane Training V (Ex): The warlock vigilante gains the ability to cast one 5th-level spell per day and increases the number of 4th-level spells he can cast per day by two. A warlock vigilante must be at least 14th level, have an Intelligence of 15 or higher, and have the arcane training IV warlock vigilante talent to select this talent.

Arcane Training VI (Ex): The warlock vigilante gains the ability to cast one 6th-level spell per day and increases the number of 5th-level spells he can cast per day by one. A warlock vigilante must be at least 16th level, have an Intelligence of 16 or higher, and have the arcane training V warlock vigilante talent to select this talent.

Arcane Striker (Su): The warlock vigilante gains Arcane Strike as a bonus feat. At 12th level, when he activates Arcane Strike, he can choose to also give his weapons the flaming, frost, shock, or thundering weapon special ability. He makes this choice each time he activates Arcane Strike, and it lasts for the same duration. At 16th level he adds anarchic, axiomatic, flaming burst, icy burst, holy, shocking burst, and unholy to the list he can select from. He can choose to apply an alignment-based weapon special ability only if it matches the alignment of his vigilante identity.

Bombs (Su): The warlock vigilante gains the alchemist's bomb class feature (*Advanced Player's Guide* 28). He can create a number of bombs per day equal to his Intelligence modifier + 1/2 his vigilante level. Since he doesn't possess the throw anything alchemist class feature, he does not add his Intelligence to his damage rolls with his bombs. A warlock vigilante with this talent can use his further talents to select alchemist discoveries that modify bombs (discoveries with an asterisk [*]). He treats his vigilante level as his alchemist level for this purpose, and must meet all other prerequisites. If he also has levels in alchemist, his vigilante levels and alchemist levels stack for the purpose of determining bomb damage and meeting prerequisites for alchemist discoveries that modify bombs.

Bond of Blood (Sp, Su): The warlock vigilante has a magical bond to life-giving blood. When he deals 5 or more points of piercing or slashing damage to an adjacent living creature that has blood, he gains 1d6 temporary hit points. These temporary hit points last for 1 hour, and he can't gain temporary hit points again from bond of blood during that hour (even if he loses all the temporary hit points from bond of blood before that time). The number of temporary hit points gained increases by 1d6 for every 4 vigilante levels he possesses. At 6th level, the warlock vigilante can activate *blood armor* (*Pathfinder RPG Advanced Class Guide* 176) once per day as a spell-like ability as a swift action.

Caster's Defense (Su): The warlock vigilante gains Combat Casting as a bonus feat and can cast spells in light armor without any chance of spell failure. At 12th level, he can cast spells in medium armor without any chance of spell failure.

Concealed Casting (Ex): When the warlock vigilante casts a spell with a verbal or somatic component, he can attempt to conceal that component, as well as conceal the fact that he is even casting a spell. Concealing a verbal component requires a Bluff check opposed by the targets' Sense Motive checks, and concealing a somatic component requires a Sleight of Hand check opposed by the targets' Perception checks. The warlock vigilante gains a +4 bonus on checks to conceal his verbal or somatic components. If he attempts to conceal both components for the same spell, he must make a check for each. If creatures are unaware of the warlock vigilante, he typically doesn't need to make a Sleight of

Hand check. Observers will suspect someone is nearby, but they pinpoint the warlock vigilante only if he fails at his Bluff check. A concealed spell does not provoke an attack of opportunity. He can make a Bluff check even if the spell has no verbal components in order to conceal the spellcasting.

Educated Defense (Su): By analyzing a spell, a warlock vigilante can negate it or turn it back on its caster. If the warlock succeeds at a Spellcraft check to identify a spell that targets him (subject to the same restrictions as *spell turning*), he can spend an immediate action to negate that spell. He can negate a number of levels worth of spells per day equal to his vigilante level, and can't attempt to negate a spell if his remaining number or levels of negation is less than the spell's level. At 12th level, the warlock vigilante can reflect the spell back on its caster (as *spell turning*) by spending one additional level of negation when he negates a spell. A warlock vigilante must be at least 6th level to select this talent.

Elemental Battle Armor (Su): When in his vigilante identity, the warlock vigilante gains armor made of elemental energy. He is surrounded by a nimbus of ice, lightning, or flames, granting him resistance 5 to cold, electricity, or fire. The damage type must be chosen when he selects this talent, and it cannot be changed. At 4th level, a creature striking the warlock vigilante with a natural weapon or a non-reach handheld weapon takes 1d6 points of damage of the chosen energy type. A creature that attempts a grapple combat maneuver check against him also takes this damage. A creature can take damage in this way no more than once per round. At 8th level, the energy resistance increases to 10. At 12th level, the damage creatures take when grappling or striking the warlock vigilante increases to 2d6. At 16th level, the warlock vigilante becomes immune to the chosen damage type while in his vigilante identity. A warlock can select only one battle armor expertise option.

Familiar (Ex): The warlock vigilante gains a familiar (*Core Rulebook* 82), using his vigilante level as his effective wizard level. The familiar also has a social identity as a seemingly normal animal, though vigilantes with outlandish familiars may still need to hide the familiar.

Living Shadow (Sp): Once per day, the warlock vigilante can become a living shadow as though he were using *shadow body* (*Pathfinder RPG Occult Adventures* 186). This effect lasts for 1 round per vigilante level, and the warlock vigilante can't cast spells while in this form. At 14th level, the warlock vigilante can remain as a living shadow for 1 minute per vigilante level instead, and can cast spells while he's a living shadow. A warlock vigilante must be at least 6th level to select this talent.

Mystic Bolts (Su): The warlock can sling bolts of magical energy at will by shooting a ray or touching his foe. A melee mystic bolt requires a melee touch attack, and a

Table 1–3: Zealot Vigilante Spells Known

Level	Spells Known						
	0	1st	2nd*	3rd*	4th*	5th*	6th*
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	—	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	—	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

* A zealot vigilante only knows spells of this level only if he has the appropriate talent to cast spells of this level.

ranged mystic bolt is a ranged touch attack with a range of 30 feet. A mystic bolt deals 1d6 points of damage plus 1 for every 4 vigilante levels the warlock vigilante possesses. When he selects this talent, the warlock vigilante must choose one type of damage for his mystic bolt: acid, cold, electricity, or fire. Attacking with a mystic bolt takes the place of one of the warlock vigilante's normal attacks, and he can make a full attack using mystic bolts. The warlock vigilante attacks with mystic bolts as though they were light one-handed weapons, and the bolts can be used for two-weapon fighting (with each hand creating one mystic bolt) and feats and abilities that apply to weapon attacks (unless they're excluded from that feat, such as with Power Attack). Weapon Focus (ray) doesn't apply to mystic bolts, but a warlock vigilante can take Weapon Focus (mystic bolts) and apply it on both melee and ranged mystic bolts. Creating a mystic bolt requires the hand to be free, but the bolt appears only briefly, so a warlock vigilante using mystic bolts has a hand free any time he's not attacking with a mystic bolt. The warlock vigilante threatens with a mystic bolt, but only if he has a hand free. Because mystic bolts are impermanent, a spell that targets a single weapon (like magic weapon) can't affect it, nor can a mystic bolt be made with magic weapon special abilities. Abilities that affect all weapon attacks, such as the arcane striker warlock vigilante talent, function with mystic bolts. A warlock

vigilante can select this talent multiple times. Each time, he can choose a new damage type he can use for his mystic bolts. For each mystic bolt attack he makes, he chooses which energy type to use, and he can switch back and forth when making multiple attacks. A warlock must be at least 4th level to select this talent.

Nonlethal Spellcasting (Su): The warlock vigilante can cause his spells to deal nonlethal damage instead of lethal damage. When he casts a spell that deals damage, he can declare it to be a nonlethal spell. If the spell deals typed damage, it's still treated as that type (for immunities, weaknesses, and so on) but adds to the target's nonlethal damage total instead of subtracting from its hit points. Creatures that are immune to nonlethal damage are immune to this damage. The warlock vigilante's decision affects all targets of the spell; he can't choose for some to take lethal damage and others to take nonlethal damage.

Shadow Jump (Su): The warlock vigilante gains the shadow jump ability with an effective shadowdancer level equal to his vigilante level – 6. If he has levels in shadowdancer, those levels stack with his vigilante levels to determine the total distance per day he can shadow jump (to a maximum of 320 feet per day). A warlock vigilante must be at least 10th level to select this talent.

Signature Spell (Su): The warlock vigilante becomes known for using a particular spell that becomes a symbol of his magical power. When he casts this spell, he gains a +4 bonus on concentration checks required to cast that spell and increases the DC of any saving throws it requires by 1. Whenever he gains a vigilante level, he can change the spell to which this talent applies.

Social Simulacrum (Sp): The warlock vigilante can create a short-lived simulacrum (as per *lesser simulacrum* on page 238 of *Ultimate Magic*) that duplicates his social identity, allowing him to appear to be in two places at once. Creating the duplicate takes 1 hour and requires no material component cost. It lasts for 4 hours before turning back into an inert pile of snow. The duplicate replicates only the warlock vigilante's social identity, with the same alignment and social talents. It has no magical abilities, and can't assume a vigilante identity. As with the spell, the simulacrum isn't under the warlock vigilante's control. The warlock vigilante can create a social simulacrum no more than once per day and can have only one in existence at a time. A warlock vigilante must be at least 8th level to select this talent.

Tattoo Chamber (Su): The warlock vigilante can magically absorb items through a runic tattoo on his hand or wrist and either easily retrieve them or activate their magical abilities without making them manifest. The items seemingly disappear into the tattoo, but actually enter an extradimensional space that the warlock vigilante can quickly access via the tattoo. Stowing an item in this way

requires a full-round action, and the space can store one item plus one additional item per 3 vigilante levels he possesses. These items must be items the warlock vigilante can hold in one hand. Retrieving a stowed item requires mentally activating the tattoo as a swift action. The item appears in the vigilante's hand, so if it's a worn item he must still don it to benefit from it. The warlock vigilante can also activate any spell-trigger abilities of a stored item as though he were wielding the item, producing the magic effect from his tattoo rather than from the item. If the warlock vigilante dies while items are within his tattoo chamber, those items fade into existence within 5 feet of the corpse.

Zealot

Crusaders on a holy or unholy mission, zealot vigilantes often work for divine purpose in settlements in the need of grace or purging. Hiding their faith during the day, they work their divine will against the nonbelievers during the night from the shadows.

Class Skill: In addition to the standard class skills of the vigilante, the zealot vigilante also gains the following class skills: Knowledge (nature), Knowledge (religion) (Int), Knowledge (planes), Spellcraft (Int), and Survival (Wis).

Base Abilities: The zealot vigilante gains the following abilities, regardless of his current identity.

Divine Power I (Ex): Starting at 1st level, the zealot vigilante gains the ability to cast a limited number of spells. His spells are drawn from the inquisitor spell list. He can cast any spell he knows at any time without preparing it ahead of time, assuming he has not yet used up his allotment of spells per day for the spell's level.

To learn or cast a spell, a zealot vigilante must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a zealot vigilante's spell is 10 + the spell level + the zealot vigilante's Charisma modifier.

A zealot vigilante starts out being able to cast one 1st-level spell per day. In addition, he receives bonus spells per day if he has a high Charisma score.

A zealot vigilante's selection of spells is extremely limited. A zealot vigilante begins play knowing four 0-level spells and three 1st-level spells of his choice from the inquisitor spell list. At each new vigilante level, the number of spells the zealot vigilante knows each day increases, adding new spell levels as indicated on Table 1-3, though the zealot vigilante can't know spells he can't cast because he does not have the appropriate divine training talent. The zealot vigilante doesn't automatically gain access to more spell levels as he goes up in level. Instead, he must select further divine training talents if he wants to be able to cast higher-level spells. Unlike the number of spells he can cast per day, the number of spells a zealot vigilante knows isn't affected by his Charisma score.

Vigilante Feats

It is important to note that unlike many of the other classes with a variety of options to choose from, the vigilantes talents are intentionally a bit more powerful than most. As a result, there will probably not be an Extra Vigilante Talent feat. Please keep this in mind while playtesting the vigilante.

Like a sorcerer, a zealot vigilante can choose to apply any metamagic feats he knows to a prepared spell as he casts it, with the same increase in casting time.

The zealot vigilante then chooses a single type of divine power to harbor (see page 15). The choice grants the zealot vigilante a number of divine powers and expanded spell choices. The type of divine power the zealot vigilante harbors can affect how zealot vigilante talents function and can serve as a prerequisite to some zealot vigilante talents. Once a zealot vigilante chooses the type of divine power he harbors, this decision cannot be changed.

Orisons: Zealot vigilantes learn a number of orisons, or 0-level spells, as noted on Table 1-3. These spells are cast like any other spell, but they are not expended when cast.

Chaotic, Evil, Good, and Lawful Spells: Zealot vigilantes can't cast spells of an alignment opposed to his vigilante identity's alignment or that of his deity (if he has one). Spells associated with particular alignments are indicated by the chaotic, evil, good, and lawful descriptors in their spell descriptions.

Vigilante Talents: A zealot vigilante may select from any of the following talents.

Abyssal Rend (Ex): When a zealot vigilante hits with both of the claw attacks granted by the abyssal divine power, it can rend as a free action. The rend deals an amount of damage equal to one of the claw attacks plus 1-1/2 the Strength bonus of the vigilante. The zealot must be 4th level and have the abyssal divine power before taking this talent.

Channel Energy (Su): A zealot vigilante who takes this talent can channel energy with an effective cleric level equal to his vigilante level - 4. The source of a zealot's divine power determines whether or not the vigilante channels positive or negative energy. Zealots with either the celestial or fey divine power channel positive energy, while those with the abyssal or infernal divine power channel negative energy. A zealot vigilante must be 6th level before taking this talent.

Celestial Bastion (Su): As a swift action, the zealot vigilante can enter a divinely empowered stance that grants him a sacred bonus to his CMD equal to 1/2 his vigilante level (minimum 1). At 5th level, the zealot vigilante also grants this bonus to allies who are adjacent to him. He can use this ability a number of rounds each day equal to its vigilante level. The rounds need not be consecutive. Ending the stance is a free action. A zealot must have celestial divine power to take this talent.

Discern Lies (Sp): The zealot vigilante can use *discern lies* as a spell-like ability for a number of rounds per day equal to her vigilante level. The rounds need not be consecutive. Activating this ability is an immediate action. A zealot vigilante must be 6th level before taking this talent.

Divine Power II (Ex): The zealot vigilante gains the ability to cast one 2nd-level spell per day and increases the number of 1st-level spells he can cast per day by three. A zealot vigilante must be at least 4th level, have a Charisma 12 or higher, and have the divine power I zealot vigilante base ability to select this talent.

Divine Power III (Ex): The zealot vigilante gains the ability to cast one 3rd-level spell per day and increases the number of 2nd-level spells he can cast per day by three. A zealot vigilante must be at least 8th level, have a Charisma 13 or higher, and have the divine power II zealot vigilante talent to select this talent.

Divine Power IV (Ex): The zealot vigilante gains the ability to cast one 4th-level spell per day and increases the number of 3rd-level spells he can cast per day by three. A zealot vigilante must be at least 10th level, have a Charisma 14 or higher, and have the divine power III zealot vigilante talent to select this talent.

Divine Power V (Ex): The zealot vigilante gains the ability to cast one 5th-level spell per day and increases the number of 4th-level spells he can cast per day by three. A zealot must be at least 14th level, have a Charisma 15 or higher, and have the divine power IV zealot vigilante talent to select this talent.

Divine Power VI (Ex): The zealot vigilante gains the ability to cast one 6th-level spell per day and increases the number of 5th-level spells he can cast per day by three. A zealot vigilante must be at least 16th level, have a Charisma 16 or higher, and have the divine power V zealot vigilante talent to select this talent.

Empower Symbol (Su): As a standard action, the zealot vigilante can empower his holy symbol. If the zealot is of good alignment, this works as if the holy symbol was the center of a *consecration* emanation. If the zealot is evil, it works as if the holy symbol was the center of a *desecration* emanation. If the zealot is neutral, he can choose whether this ability acts as per *consecration* or *desecration*, but once the choice is made, it cannot be changed. At 10th level, the zealot vigilante treats his holy symbol as a permanent fixture for the purpose of determining the *consecration* or *desecration* effects. A zealot vigilante must be at least 4th level to select this talent.

Fey Touch (Su): As a standard action, the zealot vigilante can make a single melee touch attack that can fascinate his target. A target hit with this touch attack is fascinated for a number of rounds equal to $1/4$ the zealot's vigilante level (minimum 1 round) unless it succeeds at a Will saving throw (DC = $1/2$ the zealot's vigilante level + the zealot vigilante's Charisma modifier). Those who succeed the saving throw are dazzled instead. A creature who succeeds the saving throw is immune

to fey touch made by the same vigilante for 24 hours. A zealot vigilante must have the fey divine power to select this talent.

Infernal Gaze (Su): The zealot vigilante gains a gaze attack he can use for a number of rounds per day equal to his vigilante level. The rounds need not be consecutive. Activating the gaze is a swift action that lasts until the start of the zealot vigilante's next turn, at which point he has the option to continue it as a free action or end the effect. This is a gaze attack (Pathfinder RPG Bestiary 300); enemy targets must succeed at a Will saving throw (DC = 10 + half the zealot vigilante's level + zealot vigilante's Charisma modifier) or become shaken and also take a -2 penalty on saves against fear effects for 1 minute. A creature that successfully saves against this infernal gaze cannot be affected by same zealot vigilante's infernal gaze for 24 hours. A zealot vigilante must be at least 8th level and have infernal divine power to select this talent.

Life Bond (Ex): As an immediate action after an ally within 30 feet is damaged by an attack or an effect, the zealot vigilante can create a bond between himself and that ally. The zealot vigilante then takes half of the damage that the ally would have taken once that attack's damage is mitigated by any resistances, damage reduction, or other protections possessed by that ally. The damage taken by a zealot vigilante using this ability cannot be reduced in any way. The zealot vigilante can use this ability a number of times per day equal to 1 + his Charisma bonus.

Revivifying Touch (Su): Once per day, the zealot vigilante can bring a creature who recently died back to life. As a standard action, the zealot vigilante can touch a creature who died within 1 round. The touch heals $5d8 + 1$ point per vigilante level (maximum +20) and if the healing is enough to bring the creature back to life, it does. At 15th level, the zealot vigilante can use this ability twice per day, and at 18th level, he can use this ability three times per day. A zealot vigilante must be at least 12th level before taking this talent.

Stalwart (Ex): A zealot vigilante with this talent can use mental and physical resilience to avoid certain attacks. If he succeeds at a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, he avoids the effect entirely. A helpless zealot vigilante doesn't gain the benefit of this ability. A zealot vigilante must be 12th level before selecting this talent.

Stern Gaze (Ex): A zealot vigilante with this talent is skilled at sensing deception and intimidating his foes. The zealot vigilante gains a morale bonus on all Intimidate and Sense Motive checks equal to $1/2$ his vigilante level (minimum +1).

Zealot Smite (Su): Once per day, a zealot vigilante with this talent may use this power to smite a foe. Zealot vigilantes with the celestial or the fey divine power can smite evil creatures, while those with the abyssal or infernal divine power can smite good creatures.

As a swift action, the zealot vigilante chooses one target within sight to smite. If this target is of the proper alignment, the zealot adds his Charisma bonus (if any) to his attack rolls and adds her vigilante level to all damage rolls made against the target of his smite. If the target of smite is an outsider with an alignment subtype of the zealot vigilante's smite, a similarly-aligned dragon, or either an undead creature (if the zealot vigilante's smite is against evil creatures) or a good-aligned cleric or paladin (if the zealot vigilante's smite is against good creatures), the bonus to damage on the first successful attack increases to 2 points of damage per vigilante level. Regardless of the target, smite attacks automatically bypass any DR the creature might possess.

At 4th level, and every three levels thereafter, a zealot vigilante can smite one additional time per day, to a maximum of seven times per day at 19th level.

Zealot Vigilante Divine Powers

The following represent only some of the possible divine powers a zealot vigilante can harbor.

Abyssal

A terrible thing lurks inside of you, and it can drive you to do terrible things when you're in your vigilante identity.

You may only use your abyssal divine power abilities and any supernatural or spell-like abilities granted by zealot vigilante talents that have the abyssal divine power as a prerequisite when your alignment is non-good.

Claws (Su): You can grow claws as a free action. These claws are treated as primary natural weapons, allowing you to make two claw attacks as a full round action using your full attack bonus. These attacks deal 1d6 points of damage each (1d4 if you are Small) plus your Strength modifier. At 5th level, these claws are considered magic weapons for the purposes of overcoming Damage Reduction. At 7th level, the damage increases by one step to 1d8 points of damage (1d6 if you are Small). At 11th level, these claws gain the benefit of the flaming weapon ability. You can manifest these claws for a number of rounds equal to 3 + half your vigilante level each day. The rounds need not be consecutive.

Spells: You add the following spells to your zealot vigilante spells known when you gain the ability to cast spells of the appropriate level: 1st—*enlarge person*; 2nd—*scorching ray*; 3rd—*rage*; 4th—*stoneskin*; 5th—*waves of fatigue*; 6th—*disintegrate*.

Celestial

You harbor the power of some celestial force or being inside of you and use its power to achieve your goals.

You may only use your celestial divine power abilities and any supernatural or spell-like abilities granted by zealot vigilante talents that have the celestial divine power as a prerequisite when your alignment is non-evil.

Heavenly Fire (Sp): You can force out the celestial power coursing through your essence as a jet of celestial fire. Using this ability is a standard action that can target any creature within 30 feet as a ranged touch attack. Against evil creatures, this ray deals 1d4 points of damage + 1 for every 2 vigilante levels you possess. This damage is divine and not subject to energy resistance or immunity. The ray heals good creatures for 1d4 points of damage + 1 for every 2 vigilante levels you possess. Neutral creatures are neither harmed nor healed by this effect. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Spells: You add the following spells to your zealot vigilante spells known when you gain the ability to cast spells of the appropriate level: 1st—*color spray*; 2nd—*hypnotic pattern*; 3rd—*daylight*; 4th—*rainbow pattern*; 5th—*overland flight*; 6th—*chain lightning*.

Fey

You have been blessed or maybe cursed with the power of the fey, driving you to help those in need or punish those who would despoil nature.

Vanishing Step (Sp): You become invisible when you move. When you take a move action and move 10 or more feet, you can spend a swift action to become invisible as per the *vanish* spell (*Advanced Player's Guide* 253), with a caster level equal to your vigilante level. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Spells: Instead of spells from the inquisitor list, only druid spells of 6th level or lower and ranger spells are considered to be part of your spell list. If a spell appears on both the druid and the ranger list, use the lower of the two spell levels listed for the spell.

Infernal

Something diabolical empowers you, pushing you to punish lawbreakers without pity or remorse.

You may only use your infernal divine power abilities and any supernatural or spell-like abilities granted by zealot vigilante talents that have the celestial divine power as a prerequisite when your alignment is non-good.

Corrupting Touch (Sp): You can cause creatures to become shaken as a melee touch attack. This effect persists for a number of rounds equal to half your vigilante level. While a creature is shaken by this ability, it gains the evil subtype. Multiple uses of this ability or other fear effects that cause the creature to be shaken don't stack, but using this ability multiple times does add to the duration. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Spells: You add the following spells to your zealot vigilante spells known when you gain the ability to cast spells of the appropriate level: 1st—*burning hands*; 2nd—*burning gaze*^{APG}; 3rd—*fireball*; 4th—*wall of fire*; 5th—*fire seeds*; 6th—*fire storm*.

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