

VIGILANTE LEVEL 1

Aric uses his courtly charms to defend liberty, but when nothing can end injustice but cold steel, he dons his disguise, and the Red Raven flies again.

ARIC OF HALVON/THE RED RAVEN

Human vigilante 1 (*Pathfinder RPG Ultimate Intrigue* 9)

NG/CN Medium humanoid (human)

Init +5; **Senses** Perception +4

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 armor, +4 Dex)

hp 11 (1d8+3)

Fort +2, **Ref** +6, **Will** +2

OFFENSE

Speed 30 ft.

Melee short sword +2 (1d6+1/19–20), short sword +2 (1d6/19–20) or short sword +4 (1d6+1/19–20)

Ranged shortbow +4 (1d6/×3)

Special Attacks hidden strike +1d8/+1d4

STATISTICS

Str 13, **Dex** 18, **Con** 14, **Int** 10, **Wis** 10, **Cha** 12

Base Atk +0; **CMB** +1; **CMD** 15

Feats Two-Weapon Fighting*, Weapon Finesse*

Traits Ambush Training^{PSP}, Extremely Fashionable^{ADA}

Skills Acrobatics +7, Diplomacy +5 (+9 in his social identity), Disguise +5 (+25 to appear as part of polite society while in his social identity), Intimidate +5, Knowledge (local) +4, Perception +4, Sense Motive +4

Languages Common

SQ dual identity, seamless guise, social talent (social grace [Diplomacy]), vigilante specialization (stalker)*

Combat Gear alchemist's fire; **Other Gear** studded leather, short swords (2), shortbow with 20 arrows, backpack, courtier's outfit, grappling hook, mirror, silk rope (50 ft.), tindertwig

* The effects of this ability have been calculated into the vigilante's statistics.

SPECIAL ABILITIES

Dual Identity This character has two identities: his NG social identity as the nobleman Aric of Halvon, and his CN vigilante identity, the Red Raven. Knowledge checks about one identity do not reveal information about the other, and spells and effects that would locate one identity don't find the other unless the caster knows both identities. The character picks an identity each morning and can change to the other one with 1 minute of costuming and mental preparation. This character sheet refers to him as the Red Raven for simplicity, except in abilities that he can use only in his social identity. He can use abilities marked with a subscript "V" in his social guise—but risks betraying his secret identity. He can share his dual nature with fellow PCs without penalty.

Ambush Training The Red Raven gains a +1 trait bonus on weapon damage rolls during any surprise round in which he acts, as well as a +1 initiative bonus that has already been factored in to his statistics.

Extremely Fashionable The Red Raven gains a +1 trait bonus on Bluff, Diplomacy, and Intimidate checks when he is wearing clothing and jewelry worth at least 150 gp and not covered in blood, dirt, or other unsightly substances. His courtier's outfit alone is worth 35 gp.

Hidden Strike The Red Raven deals 1d8 points of precision damage against enemies that are completely unaware of his presence or who consider him an ally. He can also deal hidden strike damage to a target he is flanking or that is denied its Dexterity bonus to AC, but his hidden strike deals 1d4 points of precision damage to such targets instead. He can deal hidden strike damage to creatures with concealment (but not total concealment).

Seamless Guise If a creature suspects the Red Raven of being Aric of Halvon (or vice versa), he can attempt a Disguise check with a +20 circumstance bonus to reinforce his current identity.

Social Grace Whenever Aric of Halvon is in his social identity, he gains a +4 circumstance bonus on Diplomacy checks.

Aric of Halvon was orphaned at a young age after Galt's anonymous executioners, known as the Gray Gardeners, dragged his parents into the night on charges of treason. Soon after, Aric was captured by bandits. He quickly learned that the bandits were not unprincipled thieves; the Revolution had wronged each of them as much as it had wronged him. They instructed the young Aric in the ways of mercy and morality, hoping to banish the hatred that burned within his heart. These relatively happy times did not last, however, as Aric's mentor, Thanarus, soon fell victim to the same blade that had killed his parents.

What followed was a blur of nights, weeks, and months spent seeking revenge against Galt's corruption. Aric—now garbed in scarlet and Thanarus's cloak to hide his identity—tracked down and destroyed the Council of Skulls' inner circle. In time, the people of Galt gave this killer a name: the Red Raven. During the day, Aric continued voicing his concerns against the Revolutionary Council, which quietly signed his death warrant. The council contacted the only man it could trust to apprehend Aric: the Red Raven.

The irony of the situation struck Aric hard. The Red Raven was supposed to end tyranny, but now Aric believed that his masked persona had become the very thing he abhorred. And so he fled south to Taldor with the aid of an aging legal clerk named Quinn. Aric wanders now, using his charisma and wiles to vanquish injustice. When that approach fails, the Red Raven flies once more.



"Who's the Red Raven? No one—and perhaps any of the people you've passed on the street tonight."

VIGILANTE LEVEL 4

Aric is a wanderer who wields his courtly charms as an outspoken defender of liberty and peace. When nothing can stop an injustice but cold steel, Aric dons his disguise, and the Red Raven flies once more.

ARIC OF HALVON/THE RED RAVEN

Human vigilante 4 (*Pathfinder RPG Ultimate Intrigue* 9)

NG/CN Medium humanoid (human)

Init +4; **Senses** Perception +7

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)

hp 35 (4d8+12)

Fort +4, **Ref** +9, **Will** +5

Defensive Abilities unshakable (+4)

OFFENSE

Speed 30 ft.

Melee +1 short sword +6 (1d6+3/19–20), cold iron short sword +5 (1d6+2/19–20) or

+1 short sword +8 (1d6+3/19–20) or

sap +7 (1d6+2 nonlethal)

Ranged shortbow +7 (1d6/x3)

Special Attacks hidden strike +2d8/+2d4

STATISTICS

Str 14, **Dex** 18, **Con** 14, **Int** 10, **Wis** 10, **Cha** 12

Base Atk +3; **CMB** +5; **CMD** 19

Feats Combat Reflexes, Two-Weapon Fighting*, Weapon Finesse*

Traits Ambush Training^{PSP}, Extremely Fashionable^{ADA}

Skills Acrobatics +11, Climb +6, Diplomacy +8 (+12 in his social identity), Disable Device +10, Disguise +8 (+28 to appear as part of polite society in his social identity), Escape Artist +8, Intimidate +5, Knowledge (dungeoneering, engineering, local, nobility) +4, Perception +7, Sense Motive +4, Sleight of Hand +8, Stealth +8, Swim +6

Languages Common

SQ dual identity, seamless guise, social talents (gossip collector, social grace [Diplomacy]), vigilante specialization (stalker)*, vigilante talents (leave an opening, up close and personal)

Combat Gear *potions of cure light wounds* (3), *potion of darkvision*, alchemist's fire; **Other Gear** mithral chain shirt, +1 short sword, cold iron short sword, saps (2), shortbow with 40 arrows, silver short sword, *cloak of resistance* +1, *quick-change mask*^{UI}, backpack, grappling hook, mirror, mwk thieves' tools, noble's outfit, silk rope (50 ft.), tindertwig, silver brooch worth 100 gp, 85 gp

* The effects of this ability have been calculated into the vigilante's statistics.

SPECIAL ABILITIES

Dual Identity This character has two identities: his NG social identity as

the nobleman Aric of Halvon, and his CN vigilante identity, the Red Raven. Knowledge checks about one identity do not reveal information about the other, and spells and effects that would locate one identity don't find the other unless the caster knows both identities. The character picks an identity each morning and can change to the other one with 1 minute of costuming and mental preparation. This character sheet refers to him as the Red Raven for simplicity, except in abilities that he can use only in his social identity. He can use abilities marked with a subscript "V" in his social guise—but risks betraying his secret identity. He can share his dual nature with fellow PCs without penalty.

Ambush Training The Red Raven gains a +1 trait bonus on weapon damage rolls during any surprise round in which he acts, as well as a +1 initiative bonus that has already been factored in to his statistics.

Combat Reflexes The Red Raven can make five attacks of opportunity per round and can make attacks of opportunity when flat-footed.

Extremely Fashionable The Red Raven gains a +1 trait bonus on Bluff, Diplomacy, and Intimidate checks when he is wearing clothing and jewelry worth at least 150 gp (such as his noble's outfit and brooch) and not covered in blood, dirt, or other unsightly substances.

Gossip Collector In his social identity, Aric of Halvon can gather information in 1d2 hours instead of 1d4 hours.

Hidden Strike^V The Red Raven deals 2d8 points of precision damage against enemies that are completely unaware of his presence or who consider him an ally. He can also deal hidden strike damage to a target he is flanking or that is denied its Dexterity bonus to AC, but he deals 2d4 points of precision damage to such targets instead. His up close and personal vigilante talent gives him another way to deal hidden strike damage. He can also deal hidden strike damage to creatures with concealment (but not total concealment).

Leave an Opening^V If the Red Raven strikes an opponent with an attack that deals 2d8 points of damage from hidden strike, he sets up an opening. At the beginning of the foe's next turn, the foe provokes an attack of opportunity from the Red Raven, as long as the Red Raven threatens.

Quick-Change Mask The Red Raven can remove his mask as a move action for one of two uses. He may either change his appearance as if using *disguise self* (giving him a +10 bonus on his disguise check to appear to be another Medium humanoid) or switch into his other identity. He can attempt a Bluff check to create a diversion before taking off the mask. If successful, he can roll a Stealth check to hide as a part of the same move action he uses to remove the mask.

Seamless Guise If a creature suspects the Red Raven of being Aric of Halvon (or vice versa), he can attempt a Disguise check with a +20 circumstance bonus to reinforce his current identity.



"Who's the Red Raven? No one—and perhaps any of the people you've passed on the street tonight."

VIGILANTE **LEVEL 4**

Social Grace Whenever Aric of Halvon is in his social identity, he gains a +4 circumstance bonus on Diplomacy checks.

Unshakable The Red Raven adds +4 to the DC of attempts to intimidate him.

Up Close and Personal¹ When the Red Raven attempts an Acrobatics check to move through an opponent's space as a part of moving, he can attempt a single melee attack against that opponent as a swift action. This attack deals hidden strike damage (2d4 if the Acrobatics check fails, or 2d8 if the Acrobatics check succeeds).

Combat Gear The vigilante's combat gear is described below.

Cure Light Wounds The potion heals its drinker for 1d8+1 damage.

Darkvision This potion grants darkvision of 60 feet for 3 hours.

Tumultuous Galt has captured the popular imagination—and the nightmares of the nobility—as blood-drenched anarchy dominated by unscrupulous demagogues, brutal anonymous executioners known as the Gray Gardeners, frothing mobs that seek the destruction of a shattered aristocracy, and imposing guillotines known as final blades that drink the souls of the deceased. The madness has persisted for decades and consumed more than a dozen failed governments, claiming countless lives and shattering as many families—all in the name of liberty and the common good.

Aric was too young to understand why the Gray Gardeners came, dragging his parents into the night on charges of treason. Soon after, the young orphan was captured by bandits. From their leader, Thanarus, Aric learned that the bandits were not unprincipled thieves; the Revolution had wronged every one of them, much as it had wronged him. They instructed him in the ways of mercy and morality, hoping to banish the hatred that burned within their pupil's heart. These relatively happy times could not last, however, as Aric's mentor, Thanarus, soon fell victim to the same blade that had killed his parents.

What followed was a blur of nights, weeks, and months spent seeking revenge against Galt's corruption. Aric—now garbed in scarlet and Thanarus's cloak to hide his identity—tracked down and destroyed the Council of Skulls' inner circle. In time, the people of Galt gave this crimson killer a name: the Red Raven. Aric began questioning his own role and whether the Red Raven was truly serving Galt or merely perpetuating a new generation of hatred. By night, the Red Raven could bury these doubts. By day, however, Aric couldn't help but voice his concerns. His words began to find purchase in sympathetic ears. Unfortunately, they also reached the Revolutionary Council, which quietly signed Aric's death warrant, contacting the only man it trusted to apprehend Aric: the Red Raven.

With the signed orders in hand, the Red Raven set off across the city while grappling with the irony of his task: he was commissioned to capture himself. At last, he paused atop a roof and tore the mask from his face. "How?" he asked. "How can I delude myself? The Red Raven was supposed to end tyranny, yet here I am the worst tyrant of them all." He fled south to Taldor with the aid of an aging legal clerk named Quinn, whose dedication to aiding the falsely accused taught Aric new strength, resolve, and self-worth.

Aric has wandered ever since, leveraging his courtly charms as an outspoken defender of liberty and peace. Thanarus's cameo once more serves as a reminder of the virtues Aric hopes to uphold—and the cost of losing himself in a cycle of violence. Yet, charisma cannot vanquish all evils. When nothing can stop an injustice but cold steel, Aric dons his recreated disguise, and the Red Raven flies once more.

THE RED RAVEN

The following is a common tale that one might overhear on the streets of Halvon about the vigilante known only as the Red Raven.

"What's that, stranger? Never heard of the Red Raven? That's a right shame. He's famous—a hometown hero! He was born a common man to a couple down on Razor Street. But those were hard times; we were struggling with starvation inflicted by Galt's hungry neighbors, and the dark legacy of those traitorous aristocrats still strangled our lands. Even so, he fed on the freedom of a liberated nation—that part's exaggeration, mind, but it's how the story goes—and grew up strong, proud, and gallant. And handsome!"

"Just about everyone 'round here's seen the Red Raven from the distance as he pursues brigands and traitors. Why, he flies 'cross the shingles as if his cape were feathers, soaring on wings of grandeur stained by the blood of them rotten nobles. The glow of old Galt's torches 'n' pitchforks can't compare to that righteous hellfire smoldering in his eyes, hotter'n Asmodeus's summer sweat! He can sniff out nobles by night just by following their perfume."

"Who is he really? Anyone you ask will give a different answer. Everyone has a theory—and some will swear on their lives that they know the absolute truth. Some think the Red Raven's a common bandit turned good. Others say he's a reformed noble seeking redemption. Me? I say he's everyone in Edme, for we're all willing to watch for aristocrats who think that after half a century it's finally safe to return to Galt. Aristocrats who would sneak around a burned-down estate and walk away with a bag of jewels. The son of a long-dead dynasty, scavengin' what rightly belongs to the people of Galt. Who's the Red Raven? He's everyone we've passed tonight. He's every set of eyes that's seen us walking together. He's the footsteps you hear patterin' across the rooftops, fast as the heart of man who's got only an hour left to live."



"Who's the Red Raven? No one—and perhaps any of the people you've passed on the street tonight."

VIGILANTE LEVEL 7

Aric is a wanderer who wields his courtly charms as an outspoken defender of liberty and peace. When nothing can stop an injustice but cold steel, Aric dons his disguise, and the Red Raven flies once more.

ARIC OF HALVON/THE RED RAVEN

Human vigilante 7 (*Pathfinder RPG Ultimate Intrigue* 9)

NG/CN Medium humanoid (human)

Init +9; **Senses** Perception +10

DEFENSE

AC 21, touch 16, flat-footed 16 (+5 armor, +1 deflection, +5 Dex)

hp 66 (7d8+28)

Fort +5, **Ref** +11, **Will** +6

Defensive Abilities unshakable (+7)

OFFENSE

Speed 30 ft.

Melee +1 *adamantine short sword* +9 (1d6+6/19–20), mithral short sword +9 (1d6+4/19–20) or

+1 *adamantine short sword* +11 (1d6+6/19–20) or

sap +10 (1d6+5 nonlethal)

Ranged mwk composite shortbow +11 (1d6+2/+3)

Special Attacks hidden strike +4d8/+4d4, startling appearance

* The effects of this have been calculated into the vigilante's statistics.

STATISTICS

Str 14, **Dex** 20, **Con** 14, **Int** 10, **Wis** 10, **Cha** 12

Base Atk +5; **CMB** +7; **CMD** 22

Feats Combat Reflexes, Improved Initiative*, Skill Focus (Acrobatics)*, Toughness*, Two-Weapon Fighting*, Weapon Finesse*

Traits Ambush Training^{PSP}, Extremely Fashionable^{ADA}

Skills Acrobatics +23, Climb +6, Diplomacy +11 (+15 in his social identity), Disable Device +11, Disguise +11 (+31 to appear as part of polite society in his social identity), Escape Artist +9, Intimidate +5, Knowledge (dungeoneering, engineering, nobility) +4, Knowledge (local) +10, Perception +10, Sense Motive +7 (+11 in his social identity), Sleight of Hand +9, Stealth +9, Swim +6

Languages Common

SQ dual identity, seamless guise, social talents (gossip collector, many guises, quick change, social grace [Diplomacy and Knowledge (local)]), vigilante specialization (stalker)*, vigilante talents (leave an opening, lethal grace*, up close and personal)

Combat Gear *oil of align weapon*, *oil of daylight*, *potion of cure serious wounds*, *potion of darkvision*, *potion of fly*, *potion of heroism*, *potion of invisibility*, alchemist's fire, holy water; **Other Gear** +1 mithral chain shirt, +1 *adamantine short sword*, cold iron short sword, mithral short sword, mwk composite shortbow (+2 Str) with 40

arrows, saps (2), *belt of incredible dexterity* +2, *boots of elvenkind*, *cloak of resistance* +1, *quick-change mask*^u, *ring of protection* +1, backpack, grappling hook, mirror, mwk thieves' tools, noble's outfit, silk rope (50 ft.), tindertwig, silver brooch worth 100 gp, 562 gp

SPECIAL ABILITIES

Dual Identity This character has two identities: his NG social identity as the nobleman Aric of Halvon, and his CN vigilante identity, the Red Raven. Knowledge checks about one identity do not reveal information about the other, and spells and effects that would locate one identity don't find the other unless the caster knows both identities. The character picks an identity each morning and can change to the other one with 1 minute of costuming and mental preparation. This character sheet refers to him as the Red Raven for simplicity, except in abilities that he can use only in his social identity. He can use abilities marked with a subscript "v" in his social guise—but risks betraying his secret identity. He can share his dual nature with fellow PCs without penalty.

Ambush Training The Red Raven gains a +1 trait bonus on weapon damage rolls during any surprise round in which he acts, as well as a +1 Initiative bonus that has already been factored in to his statistics.

Combat Reflexes The Red Raven can make six attacks of opportunity per round and can make attacks of opportunity when flat-footed.

Extremely Fashionable The Red Raven gains a +1 trait bonus on Bluff, Diplomacy, and Intimidate checks when he is wearing clothing and jewelry worth at least 150 gp (such as his noble's outfit and brooch) and not covered in blood, dirt, or other unsightly substances.

Gossip Collector In his social identity, Aric of Halvon can gather information in 1d2 hours instead of 1d4 hours.

Hidden Strike^v The Red Raven deals 4d8 points of precision damage against enemies that are completely unaware of his presence, who consider him an ally, or who are made flat-footed by his startling appearance ability. He can also deal hidden strike damage to a target he is flanking or that is denied its Dexterity bonus to AC, but he deals 4d4 points of precision damage to such targets instead. His up close and personal vigilante talent gives him another way to deal hidden strike damage. He can also deal hidden strike damage to creatures with concealment (but not total concealment).

Leave an Opening^v If the Red Raven strikes an opponent with an attack that deals 4d8 points of damage from hidden strike, he sets up an opening. At the beginning of the foe's next turn, the foe provokes an attack of opportunity from the Red Raven, as long as he threatens.

Many Guises In addition to his social and vigilante identities, the Red Raven can create a neutral-aligned mundane identity as a nondescript human of any gender, such as a common laborer or peasant. He receives a +20 circumstance bonus on disguise checks



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VIGILANTE LEVEL 7

to appear to be an ordinary human. He cannot use social talents in this form.

Quick-Change Mask The Red Raven can remove this mask as a move action for one of two uses. He may either change his appearance as if using *disguise self* (giving him a +10 bonus on his disguise check to appear to be another Medium humanoid) or switch into his other identity. He can attempt a Bluff check to create a diversion before removing his mask. If this succeeds, he can roll a Stealth check to hide as a part of the same move action that he uses to remove the mask.

Seamless Guise If a creature suspects the Red Raven of being Aric of Halvon (or vice versa), he can attempt a Disguise check with a +20 circumstance bonus to reinforce his current identity.

Social Grace Whenever Aric of Halvon is in his social identity, he gains a +4 circumstance bonus on Diplomacy and Knowledge (local) checks.

Startling Appearance When the Red Raven attempts an attack against a foe who is completely unaware of his presence, the foe is treated as flat-footed for the rest of the Red Raven's turn. The foe also takes a -4 penalty on attack rolls against the Red Raven until the start of the Red Raven's next turn. Uncanny dodge and similar abilities negate the effects of startling appearance unless the foe is level 3 or below.

Unshakable Add +7 to the DC of attempts to intimidate the vigilante.

Up Close and Personal¹ When the Red Raven attempts an Acrobatics check to move through an opponent's space as a part of moving, he can attempt a single melee attack against that opponent as a swift action. This attack deals hidden strike damage (4d4 points of damage if the Acrobatics check fails, or 4d8 points of damage if the Acrobatics check succeeds).

Combat Gear The vigilante's combat gear is described below.

Align Weapon This oil makes a weapon (or 50 pieces of ammunition) count as good for the purpose of bypassing damage reduction for 3 minutes.

Cure Serious Wounds This potion heals its drinker for 3d8+5 damage.

Darkvision The drinker gains darkvision of 60 feet for 3 hours.

Daylight When smeared on an object, this oil creates bright light for 60 feet and raises the light by one level for the next 60 feet for 50 minutes. If there is magic darkness in that area, instead the overlapping area is unaffected by either spell.

Fly This potion grants the drinker a fly speed of 60 feet and a +6 bonus on Fly checks (+11 total for the Raven) for 5 minutes.

Heroism This potion grants the drinker a +2 morale bonus on attack rolls, saving throws, and skill checks for 50 minutes.

Invisibility This potion causes the drinker to vanish for 3 minutes or until the drinker attacks. While invisible, the drinker gains a +20

bonus on Stealth checks (+40 if standing perfectly still). The first attack before becoming visible gains a +2 bonus to hit (and the enemy likely loses its Dexterity bonus to AC).

Aric of Halvon was orphaned at a young age after Galt's anonymous executioners, the Gray Gardeners, dragged his parents into the night on charges of treason. Soon after, Aric was captured by bandits. He quickly learned that the bandits were not unprincipled thieves; the Revolution had wronged them as much as it had wronged him. They instructed him in the ways of mercy and morality, hoping to banish the hatred within his heart. These relatively happy times did not last, however, as Aric's mentor, Thanarus, soon fell victim to the same blade that had killed his parents.

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THE RED RAVEN

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