

Vigilante

It isn't easy for many to walk the path of a hero. Especially a hero fighting against corruption and evil under the cover of night.

The vigilante is an archetype of the ninja class.

Vigilante Talents: Starting at 2nd level and every two ninja levels thereafter, a vigilante can gain a ninja trick or a vigilante talent from below. Unless otherwise noted, a talent can be selected only once. Some talents require the vigilante to meet prerequisites before they can be chosen. Once a talent has been selected, it can't be changed. Talents marked with an asterisk add effects to a vigilante's sneak attack. Only one of these talents can be applied to an individual attack, and the decision must be made before the attack roll is made.

Another Day (Ex): When the vigilante is dropped unconscious due to hit point damage, he automatically stabilizes, but he can also appear to be dead, unless an examining creature succeeds at a Heal check (DC 10 + half of the ninja's level + his Wisdom modifier). The 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).

Aquatic Action (Ex): The vigilante can use weapons, natural weapons, and unarmed strikes in aquatic environments as though under the effect of *freedom of movement*, including when making melee attacks against targets in the water while the vigilante is on land. The vigilante ignores limitations and penalties on ranged attacks, including thrown weapons, imposed by being underwater for the first 15 feet. (See Underwater Combat for more information.) **Prerequisite:** A vigilante must be at least 10th level to select this talent.

Armor Skin (Ex): The vigilante's armor is like a second skin. He doesn't apply the armor check penalty for light on Acrobatics, Escape Artist, or Stealth checks. This penalty applies on other skill checks as normal. At 8th level, the vigilante can wear light armor and still receive the benefits of his AC bonus ability.

Armor Training (Ex): The vigilante gains Medium Armor Proficiency as a bonus feat, if he does not have that feat already. The armor skin vigilante talent also applies to medium armor. At 16th level, if the vigilante has the armor skin vigilante talent, he can move at full speed in medium armor.

Blind Spot (Ex): The vigilante is so skilled at stealth, he can use the Stealth skill to hide from creatures with unusual senses that normally automatically detect creatures. This includes senses such as blindsense, blindsight, lisesense, scent, or tremorsense. For each such ability that the creature possesses, if the vigilante is not bypassing the sense in another way—such as the negate aroma spell for scent or flying for tremorsense—the creature gains a stacking +20 circumstance bonus on all Perception checks to notice the vigilante, rather than automatically noticing the vigilante. **Prerequisite:** A vigilante must be at least 10th level to select this talent.

Chase Master (Ex): Whether he is the pursuer or the pursued, few can best a vigilante at a chase. He receives a bonus on all checks during a chase equal to half his ninja level or +4, whichever is greater.

Close the Gap (Ex): Each round, at the start of his turn, the 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 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 half his ninja level for the purpose of qualifying for this feat.

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

Expose Weakness (Ex): The vigilante is able to use sneaky tricks to make it easier to damage a foe, whether it is throwing a bit of fine dust of cold iron over a fey creature or melting a glob of silver onto a lycanthrope's hide. The 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. This does not stack with itself, and it does not work against creatures with DR/—.

Favored Maneuver (Ex): The vigilante selects one type of combat maneuver to be a favored maneuver. He gains the Improved feat corresponding to that combat maneuver (if one exists). He gains a +2 circumstance bonus on combat maneuver checks with that combat maneuver against a foe that is unaware of the vigilante's presence at the start of his combat maneuver. A vigilante can select this talent more than once. Each time, it applies to a different combat maneuver.

Fist of the Avenger (Ex): The vigilante gains Improved Unarmed Strike as a bonus feat, if he doesn't have this feat already. In addition, whenever he successfully attacks with his fist or a gauntlet, he gains a bonus on damage rolls equal to half his ninja level (minimum +1, maximum of +5).

Foe Collision (Ex):* The vigilante can shove one of his foes into another. When the vigilante deals sneak attack damage to a corporeal foe with a melee attack, he can also deal an amount of nonlethal damage equal to his reduced sneak attack damage to an opponent adjacent to the first (even if the second opponent is out of his reach). The damage is bludgeoning damage, and if the colliding foe has any natural attacks, the damage is also considered magic, evil, or any other type of damage the natural attack deals. Unlike normal vigilante talents that affect sneak attacks, this vigilante talent applies in all cases when the target is denied its Dexterity bonus to AC.

Hide in Plain Sight (Ex): The vigilante can use Stealth to hide 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. **Prerequisite:** A vigilante must be at least 14th level to select this talent.

Instant Plan (Ex): The vigilante can quickly manage a situation that seems to be spiraling out of control. Once per day, the vigilante can state a plan of action. All allies within 30 feet that can hear him gain a +2 morale bonus on saving throws against fear effects and are immune to being demoralized. They also gain a +1 morale bonus on skill checks or combat maneuver checks of the vigilante's choice. The benefits last for 1 round per ninja level.

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

Lethal Grace (Ex): The vigilante combines strength and speed into incredibly deadly attacks. He gains Weapon Finesse as a bonus feat, and if he already has the Weapon Finesse feat, he can immediately swap it for another feat for which he qualified at the level he chose Weapon Finesse. When using Weapon Finesse to make a melee attack using his Dexterity bonus on attack rolls and his Strength bonus on damage rolls, he also adds half his ninja level on damage rolls. This bonus damage is not reduced or increased if the vigilante is wielding a weapon two-handed or in an off-hand.

Living Shield (Ex): As an immediate action, whenever the vigilante is grappling a creature and is targeted by an attack, he can attempt a combat maneuver check against the target of his grapple (this combat maneuver check doesn't count as a grapple combat maneuver check). If he succeeds, the creature he is grappling becomes the new target of the attack. If the check fails, the creature escapes the grapple and the vigilante is the target of the attack as normal. This ability must be used after the attack is declared against the vigilante, but before the attack is made and the results revealed.

Mad Rush (Ex): Whenever the 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). **Prerequisite:** A vigilante must be at least 14th level to select this talent.

Mighty Ambush (Ex):* Once per round, when the vigilante succeeds at a sneak attack, he can instantly drop the damaged enemy unconscious for 1d4 rounds. A successful Fortitude saving throw negates this effect (DC 10 + half of the ninja's level + his Wisdom modifier). Whether or not a creature's saving throw is successful, it can't be affected by that vigilante's mighty ambush again for 24 hours. **Prerequisite:** A vigilante must be at least 10th level to select this talent.

Nothing Can Stop Me (Ex): Once per round, while the vigilante is moving, he can make one attack as a free action against an unattended object in the way of his path, such as a door or table. If his attack deals enough damage to destroy the object, he can continue to move. If he doesn't destroy the object, his move ends. This attack is made as part of his move action and doesn't count against his attacks this round. 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).

Perfect Fall (Ex): As long as there is a wall or another surface within arm's reach, the vigilante never takes falling damage. Even if no surface is available, he takes only half damage from falling and lands on his feet. **Prerequisite:** A vigilante must be at least 8th level to select this talent.

Perfect Vulnerability (Ex): As a standard action, the vigilante can cleverly strike 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. **Prerequisite:** A vigilante must be at least 8th level to select this talent.

Pull into the Shadows (Ex): As a full-round action, the vigilante can move up to his speed toward 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 against that enemy with a +4 bonus and without provoking an attack of opportunity. If the drag succeeds, the vigilante doesn't need to have enough movement remaining to move with the enemy. The vigilante can't use this ability on a true ally or a willing target.

Returning Weapon (Ex): The vigilante has a signature type of thrown weapon that returns to him. Choose a type of thrown weapon, such as throwing axes. Whenever the vigilante uses that type of weapon, it automatically returns as if it had the returning property. At 14th level, if the vigilante chose a type of thrown weapon that is treated as ammunition, such as shuriken, and buys a set of 50 magic ammunition of that type, he automatically replenishes them at no cost and never runs out. If he chose a non-ammunition thrown weapon instead, he can apply the magical properties of the first weapon he throws in a round to any non-magical thrown weapons of that type he throws that round. This allows him to make a full attack with the benefits of his magical thrown weapon, even though it only returns next round. **Prerequisite:** A vigilante must be at least 10th level to select this talent.

Rooftop Infiltrator (Ex): The vigilante gains a climb speed equal to half his base speed, which increases to his full base speed when climbing a rope.

Shadow's Speed (Ex): The vigilante's base speed increases by 10 feet. At 10th level, it increases by an additional 10 feet.

Shield of Blades (Ex): The vigilante's wild attacks allow him to block his foes' counterattacks. He gains Power Attack as a bonus feat. If he already has the Power Attack feat, he can immediately swap it for another feat for which he qualified at the level he chose Power Attack. When he takes an attack or full attack action, if he uses Power Attack on every attack to make melee attacks that use his Strength bonus on attack rolls, he gains a shield bonus to his AC until his next turn equal to his penalty on attack rolls from Power Attack. This bonus applies only if he actually takes that penalty on at least one of the attack rolls.

Signature Weapon (Ex): The vigilante must select one type of weapon (such as katana or nunchaku) when he gains this talent. He gains Weapon Focus as a bonus feat for his selected weapon type. If he already has the Weapon Focus feat with the selected weapon, he can immediately swap it for another feat for which he qualified at the level he chose Weapon Focus in the 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.

Silent Dispatch (Ex): When the vigilante ambushes an enemy or enemies unaware of his presence, he can attempt a Stealth check at a –5 penalty. The result indicates the DC of Perception checks to hear the vigilante's attacks until an opponent's first action, when the DC returns to the normal –10 for hearing battle. Other enemies present can still see the attack; this talent only prevents the sounds of battle from alerting others.

Sniper (Ex): The vigilante can deal sneak attack damage with ranged attacks at any distance, rather than within 30 feet. **Prerequisite:** A vigilante must be at least 6th level to select this talent.

Steely Resolve (Ex): Three times per day, as an immediate action when the vigilante fails a Will saving throw against a mind-affecting effect, the vigilante can delay the effect's onset for a number of rounds equal to half his ninja level, after which the vigilante is affected as normal by the entire effect. Rounds spent delaying the effect do not count toward the effect's duration.

Strike the Unseen (Ex): The vigilante gains Blind-Fight as a bonus feat. He can also deal sneak attack 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. The vigilante does not have to meet the prerequisites for either Improved Blind-Fight or Greater Blind-Fight to gain these feats with this talent.

Sucker-Punch (Ex): Whenever the vigilante attacks a foe that 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.

Sure-Footed (Ex): The vigilante can move at full speed while using the Stealth and Acrobatics skills without penalty. At 8th level, he can move at full speed across difficult terrain. **Prerequisite:** A vigilante must be at least 4th level to select this talent.

Surprise Strike (Ex): The 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.

Team Player (Ex): The vigilante gains Swift Aid as a bonus feat, ignoring its prerequisites. Additionally, the vigilante can use the feat as a standard action, in which case it applies to every ally adjacent to the vigilante.

At 10th level, the vigilante can increase the bonus provided to one ally by this feat to +2 by using the aid another action as a move action rather than as a swift action.

Throat Jab (Ex):* The vigilante's sneak attack jabs his opponent in the throat, preventing that opponent from speaking until the vigilante's next turn. (If the vigilante uses this ability on the surprise round, it lasts until the end of his first full turn after the surprise round.) This prevents the target from calling out for help, using spells with verbal components, or doing anything else that requires speaking. The target cannot be affected by that vigilante's throat jab again for 24 hours. **Prerequisite:** A vigilante must be at least 4th level to select this talent.

Unexpected Strike (Ex): The 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 vigilante gains Diehard as a bonus feat, though he does not have to meet the prerequisites for this 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 a negative amount equal to his 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.

Up Close and Personal (Ex): When the vigilante attempts an Acrobatics check to move through an opponent's space during a move action, he can attempt a single melee attack against that opponent as a swift action. If the Acrobatics check succeeds, this attack applies the vigilante's sneak attack damage as if the foe were unaware of the vigilante. Otherwise, the vigilante applies the sneak attack damage he would deal if the target were denied its Dexterity bonus to AC. **Prerequisite:** A vigilante must be at least 6th level to select this talent.

Vital Punishment (Ex): The vigilante gains Vital Strike as a bonus feat, though he does not have to meet the prerequisites for this 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 vigilante can apply the Vital Strike feat. The vigilante can apply the Improved Vital Strike or Greater Vital Strike feat as his vital punishment instead if he later gains those feats. **Prerequisite:** A vigilante must be at least 6th level to select this talent.

Vortex Splash (Ex): When in rain or waist deep in water, the vigilante can make a whirling splash as a full-round action, allowing him to attempt a single dirty trick combat maneuver or feint against each adjacent foe. The vigilante can make a separate choice for each target.

Weapon Familiarity (Ex): The vigilante selects either two simple or martial weapons or one exotic weapon when he gains this talent. He gains proficiency with his chosen weapon or weapons. At 8th level, he also gains Weapon Focus as a bonus feat for his selected weapon or weapons.

Startling Appearance (Ex): At 6th 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 attempts 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). The foe also takes a -4 penalty on attacks made against the vigilante until the start of the vigilante's next turn.

This ability replaces light steps.

Frightening Appearance (Ex): At 10th level, whenever a 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, attempt an Intimidate check to demoralize the target of his attack and any enemies within 10 feet who

can see 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 the vigilante's attack, that foe is also frightened for 1 round, in addition to being shaken as normal, unless the foe succeeds at a Will save (DC 10 + half of the ninja's 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.

This ability replaces cloaked in shadows.

Stunning Appearance (Ex): At 14th 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), the foe must make a successful Will save (DC 10 + half of the ninja's level + his Charisma modifier) or be stunned until the end of the vigilante's next turn. If the creature has more HD than the vigilante's class 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 saving throw is successful), it is immune to that vigilante's stunning appearance for 24 hours. This is a mind-affecting fear effect.

This ability replaces hide in plain sight.

Vengeance Strike (Ex): At 20th level, a vigilante can study a target to strike more viciously. He can spend up to 5 standard actions, which all must be in consecutive rounds. On the following round, he can make a vengeance strike against the studied creature. The target must remain unaware of the vigilante's presence (or not see him as a threat) until the attack. For each round spent studying the target, the vigilante grants himself one of the following benefits on his vengeance strike: gain a +4 circumstance bonus on the attack roll, deal an additional 3d6 points of precision damage if he hits, or treat the attack roll as if it were 2 higher for the purposes of determining whether the attack hit or threatens a critical hit (to maximum effective roll of 20). Each round of study can be spent in a different way or the same way (they stack with each other), but each round of study must be allocated before the attack roll is made. If the attack hits, the vigilante automatically confirms any critical hits threatened by his vengeance strike and adds two special effects from two vigilante talents with an asterisk (*) to this attack.

This ability replaces slicing wind.