BAB High
HP per Lv 6(d8)
Weapon Proficiency any 2 group    +0 group on multiclass
Armor Proficiency Light, Medium, Shield
<u>Saving Throw</u> Proficiency Ref, Will

Dual Identity (Ex): A vigilante hides his true identity, allowing him to move about social circles and nobility without carrying the stigma of his ruthless actions. 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 the hearts of those who oppose him. Knowledge checks about one do not reveal information about the other, unless the vigilante's true 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 secret. Changing identities is more than just changing outfits and clothing (although that is certainly a part of it); the process often also involves applying make-up, altering his hair, and adjusting other personal effects. Furthermore, the change is as much a state of mind as of body, so items such as a hat of disguise and similar spells and effects that change the user's appearance do not reduce the time required to change identities. Most social talents require the vigilante to be in his social identity, but a vigilante who uses vigilante talents in his social identity risks exposing his secret.

Despite being a single person, a vigilante's dual nature allows him to have 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 rely on alignment. For the purpose of meeting a qualification for a feat, class, or any ability, he is only eligible if both of his alignments meet the requirements. A vigilante's two alignments cannot be more than one step from each other on a single 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 of his alignments to the new alignment.

Any attempts to scry or otherwise locate the vigilante work only if the vigilante is currently in the identity the creature is attempting to locate (or if the creature knows that the two identities are the same individual). Otherwise, the spell or effect has no effect, revealing nothing but darkness, as if the target were invalid or did not exist.

Seamless Guise (Ex): A vigilante knows how to behave in a way that appears perfectly proper and normal for his current identity. He is proficient with <u>Deception</u>. Should anyone suspect him of being anything other than what he appears to be while either in his social or vigilante identity, he can attempt a <u>Deception</u> check with a +20 class bonus to appear as his current identity, and not as his other identity.

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 having another social talent or attaining a minimum vigilante level. Once a talent has been chosen, it cannot be changed.

Hidden Strike (Ex): A vigilante deal an extra 1d8 points of 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 who are made flat-footed by startling appearance. This extra damage increases by 1d8 at 3rd level and every 2 vigilante levels thereafter. A 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.

Vigilante Talent: Starting at 2nd level and every 2 levels thereafter, a vigilante gains a vigilante talent. Unless otherwise noted, a talent can be selected only once. Some talents require the vigilante to meet prerequisites before they can be chosen, such as possessing another vigilante talent, possessing a particular specialization, or attaining a minimum level. Once a talent has been selected, it can't be changed.

If the vigilante uses any of these talents while in his social identity, he must succeed at a Deception check against the Perception checks of all onlookers (without the +20 circumstance bonus from seamless guise) or the onlookers will realize that he is more than his social identity appears to be and perhaps discover the social and vigilante identities are one and the same. If a talent calls for a saving throw, the DC is Cha class DC, unless stated otherwise.

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 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 &#8211;4 penalty on attacks made against the vigilante until the start of the vigilante's next turn.

Frightening Appearance (Ex): At 11th 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 30 feet who can see the attack. This check is attempted before the attack roll against the foe is made and resolved. The vigilante uses attack roll dice as 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 Class DC.

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), the foe must make a successful Will save (Cha Class

DC) or be stunned until the end of the vigilante's next turn. 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.

Vengeance Strike (Ex): At 20th level, a vigilante can make a feafull and deadly strike 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 Fortitude save (Cha Class DC) or take additional 200 point of damage. 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 death effect.