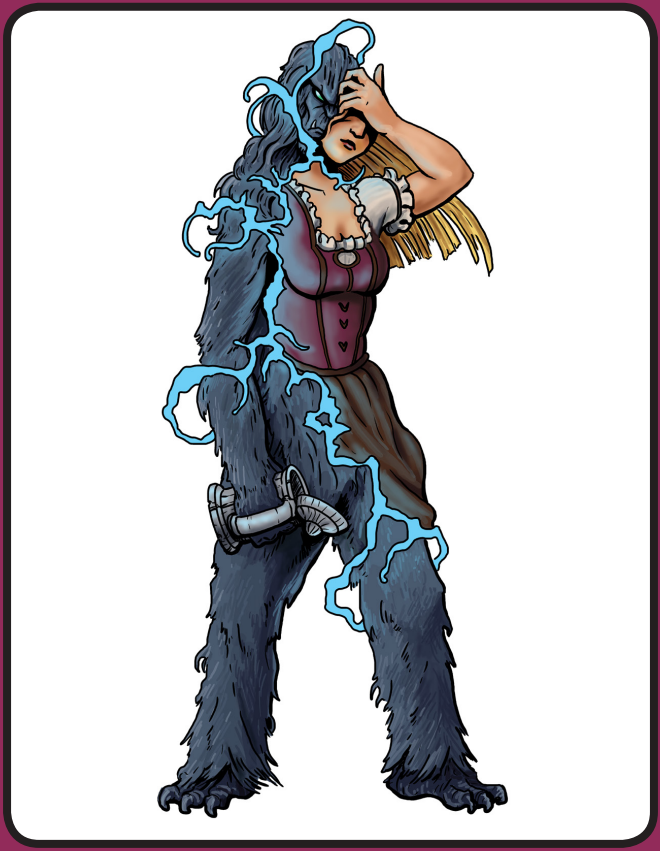
Porphyra

Vigilantes of Porphyra



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Vigilantes of Porphyra is compatible with the Porphyra Campaign Setting and the Porphyra Wiki located at: http://porphyra.wikidot.com/

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"Voila! In view a humble vaudevillian veteran, cast vicariously as both victim and villain by the vicissitudes of Fate. This visage, no mere veneer of vanity, is a vestige of the vox populi, now vacant, vanished. However, this valorous visitation of a bygone vexation, stands vivified and has vowed to vanquish these venal and virulent vermin vanguarding vice and vouchsafing the violently vicious and voracious violation of volition."

- V for Vendetta

Vigilantes in Porphyra are often larger than life characters. They are masters of both show and stealth, appearing with grandiose displays and showmanship. Figures who are so overblown as to be unreal. Yet, that just makes it all the more unsettling when they disappear into the wind. Becoming myths the moment people believe they are gone.

Porphyrian vigilantes can be found lurking in many cities from a huge variety of species. An Underdeep Xelusine Drow will find the path of a vigilante convenient to navigate social circles as they dance their way upwards and indulge their sins. Humans might be born with mystical and unknown connections to glorious facial hair. Some of the most feared pirates ever to sail are those who take on a pirate's name and reputation in the public eye. Vigilantes can even be found as seemingly harmless, but enchanted statues in a garden. Vigilantes are everywhere, and now is your chance to join them!

In this book, you will find some new social and vigilante talents to help complete your games as well as a handful of new vigilant focused feats. In addition, you can learn about three of the powerful archetypes found in Porphyra. From the the boisterous dread pirate, to the hilarious mustached mauler, to the grand shapeshifter. Your adventures will not be complete without these, colorful, characters.

Archetypes

The following archetypes add to the options available to vigilantes.

Dread Pirate

A dread pirate is trained and raised to run a ship. In his vigilante identity he is commonly a notorious and deadly pirate, while his social identity could be a common man, noble, or merely a privater whose associates are well aware of his more daring side. Dread pirates are among the most notori-

ous of their associates, and ply many far-flung routes, not just around The Haunted Seas.

Boisterous Guise (Ex) A dread pirate is rather brazen about his attempts at disguising himself in fine company. His disguise is relatively weak, but so daring it is harder to see through. He gains a +5 circumstance bonus to appear as their current identity. However unlike seamless disguise, this does apply to using vigilante talents in his social identity.

This replaces seamless disguise.

Ship Trained (Ex) The dread pirate is apt at moving about on a ship. He gains Sea Legs as a bonus feat without having to meet the prerequisites. If he already has the Sea Legs feat, he can immediately swap it for another feat for which he qualified at the level he chose Sea Legs.

This replaces the social talent gained at 1st level.

Drunkard's Fortitude (Ex) If the dread pirate selects the avenger specialization his base Fortitude save from his vigilante levels is equal to 2 + ½th his vigilante level and his base Reflex save from vigilante levels is equal to ⅓rd his vigilante level.

If he is a stalker vigilante then his base saving throws do not change. However, for the purpose of alcohol he treats his base Fortitude save from vigilante levels as being equal to his base Will save from vigilante levels.

This alters base saving throws.

Pirate Tricks A dread pirate gains access to a number of additional social and vigilante talents exclusive to their profession.

This alters social talents and vigilante talents.

Social Talents

- *Burst of Speed (Ex)* The dread pirate can use the wind, tacking, and currents to his advantage. With a DC 15 Profession (sailor) check, he can increase his ship's base movement by 5 feet for 1 hour.
- *Hold Breath (Ex)* A dread pirate with this social talent can hold his breath for twice as long as normal.
- *Quick Appraise (Ex)* The dread pirate has the ability to quickly find out what to steal. He can appraise an item as a move action and can determine the most valuable item in a treasure hoard as a standard action. He gains a +4 bonus on these Appraise checks. At 12th level, he further reduces these actions to a swift action to appraise an item and a move ac-

tion to determine the most valuable item in a hoard.

- *Raising the Black Flag (Ex)* Whenever the dread pirate reveals pirate flags and initiates a ship to ship combat the other ship's crew is treated as being affected by his startling appearance, frightening appearance, and stunning appearance class features (if any). The target of frightening appearance is considered to be the enemy ship's captain. This ability may only be used once per day. The dread pirate must be of at least 15th level and possess the instant recognition social talent to select this talent.
- *Tavern Renown (Ex)* A dread pirate's vigilante identity is a common sight in taverns. By spending 1 week drinking and establishing tales of his prowess in a tavern he can set that tavern as part of his area of renown. This time is decreased by talents and abilities that reduce the time for spreading himself to other communities, such as instant recognition. He can do this in up to 1 tavern per 2 vigilante levels. He does not gain the normal benefits of renown from his social identity here, but he does get all the other benefits and 50% off alcoholic drinks. A dread pirate must possess the renown social talent in order to select this social talent.

Vigilante Talents

- *Fire the Cannons (Ex)* The dread pirate gains Siege Engineer as a bonus feat without having to meet the prerequisites. If he already has the Siege Engineer feat, he can immediately swap it for another feat for which he qualified at the level he chose Siege Engineer. At 12th level, the dread pirate can use a move action to shout orders to the crew. This grants the Siege Gunner feat to them even if they wouldn't qualify and they gain a +1 morale bonus on attacks with siege weaponry.
- *Hook Stabber (Ex)* The dread pirate gains Weapon Focus (hook hand) as a bonus feat. If he already has the Weapon Focus (hook hand) feat, he can immediately swap it for another feat for which he qualified at the level he chose Weapon Focus (hook hand). When using a hook hand he is treated as having the Two-Weapon Fighting feat. The dread pirate may freely select feats that require the Two-Weapon Fighting feat, but may only apply them when wielding weapons that grant Two-Weapon Fighting, unless he possesses some other effect that grants Two-Weapon Fighting. At 8th level, he also gains Weapon Specialization (hook hand) as a bonus feat. He doesn't have to meet any of the prerequisites for these feats.
- *Natural Climber (Ex)* The dread pirate does not lose his Dexterity bonus to AC when climbing.
- *Pirate Weapon Training (Ex)* The dread pirate applies the effects of Weapon Focus and all feats that list Weapon Focus as a prerequisite to all

pirate weapons he possesses so long as they can be used by that weapon normally. Pirate weapons are crossbow, cutlass, dagger, hook hand, rapier, and short sword. Only an avenger vigilante that possesses the signature weapon talent can select this talent.

- *Seadog's Armor Skin (Ex):* The vigilante knows how to wear armor on the high seas. He doesn't apply the armor check penalty for light and medium armor on Acrobatics, Climb, or Swim checks. This penalty applies on other skill checks as normal unless he has an ability to reduce it. At 8th level, he can move at full speed in medium armor. This vigilante talent replaces and otherwise acts as armor skin and counts as that talent for the purposes of other talents and abilities such as heavy training.
- *Shout Orders (Ex)* As a full-round action, the dread pirate can scream instructions to his ship mates. All allies within 30 feet of the dread pirate who can hear him gain a +1 morale bonus on either attack rolls or on a skill check choosen by the dread pirate for 1 round per vigilante level. The dread pirate chooses to which of these they gain when he uses this ability and cannot change it. The crew cannot benefit from the same dread pirate's shout orders talent more than once every 5 minutes. The dread pirate must be of at least 14th level to select this vigilante talent.
- *Storm Seasoned (Ex)* The dread pirate treats all storms as if they were one category less severe for the purposes of sailing and navigation. This stacks with other forms of reducing the category of a storm. He does not take an Acrobatics check penalty from slightly slippery, slightly unsteady, or moderately unsteady conditions. The dread pirate must possess the ship trained talent to choose this vigilante talent.
- *Swinging Strike (Ex)* The dread pirate can use masts, rigging, ropes, railings, barrels, and more to aid his travel across the ship. This allows him to make charge and bull rush attacks on a ship without moving in a straight line. The dread pirate must possess the sure-footed vigilante talent in order to chose this talent.

A Bit of Grog (Ex) At 4th level, the dread pirate can drink to gain various benefits. These benefits depend on his vigilante specialization.

Avenger vigilantes can spend a full-round action taking a deep swig of an alcoholic beverage, throwing the container off to the side, and drawing an object with easy access off his person. This finishes the drink off. He is then treated as if under the effects of a *rage* spell. This lasts for a number of rounds equal to his vigilante level.

Stalker vigilantes can spend a swift action to drink down a bit of alcohol he has in his hand. If it is not in hand, but easy to reach he can retrieve and

drink it as a move action. So long as he is wearing light, or no armor, this grants him a +1 dodge bonus to AC and a +1 morale bonus to Will and Reflex saving throws. This last for a number of rounds equal to his vigilante level. His maximum dodge bonus from a bit of grog is equal to +¼th his vigilante level.

At 12th level, the dread pirate doubles the moral bonuses gained from a bit of grog.

A Bit More Grog (Ex) At 7th level, if the dread pirate is dying he can stabilize instantly from a sip of alcohol. (Which is usually a standard action from an adjacent creature, but may happen in other ways.) This counts as having Drunkard's Recovery as a bonus feat. He does need to meet the prerequisites of this feat. If he already has the Drunkard's Recovery feat, he can immediately swap it for another feat for which he qualified at the level he chose Drunkard's Recovery.

At 13th level, the dread pirate regains consciousness instantly from consuming an alcoholic drink, if it is within arm's reach.

This replaces the social talent gained at 7th level.

Mustached Mauler (Human Racial Archetype)

There are men, and then there are the manly. And the manly are far more than men. They are the pinnacle of what a person can become. These are men and women who go beyond what others say can or should be done. You might ask yourself, how could such a manly person also be a woman? And the answer is simple, sexism is not manly you pig! Seriously, stop reading this and drop down and do push ups till your arms are sore. How dare you even think such a thing that you might not have thought because this is just manly text I am writing to a mass audience! But for those of you who did think it, manly up and do the pushups.

Skill Ranks per Level: The mustached mauler gains a number of skill ranks equal to 4 + their Intelligence modifier at each level, instead of the normal 6 + their Intelligence modifier skill ranks.

This alters the vigilante's skill ranks per level.

Needs No Weapon (Ex) The mustached mauler is proficient with absolutely nothing! Weapons are for sissy babies and cowards. While in their mustached identity the mustached mauler may never benefit from weapons proficiencies they possess from any source. Instead, while in their mustached identity they

possess the Unarmed Strike class feature as a brawler of their vigilante level and their fists are treated as magic weapons.

This replaces weapon and armor proficiency.

Impressive Fortitude (Ex) The mustached mauler's base Fortitude save from vigilante levels is equal to 2 + ½ his vigilante level.

This alters base saving throws.

Mustached Identity (Su) The mustached mauler's vigilante identity must be that of a fighter with clearly displayed and powerful facial hair in the form of a glorious mustache. This is known as their mustached identity. They do not need to possess this mustache in their social identity. Instead, they can grow one spontaneously when changing identities and can choose to shave it off for their social identity.

The mustached mauler can change identities as a full-round action by ripping their shirt off and growing a mustache. This means they cannot normally benefit from quick change. Instead, the quick change vigilante talent grants the effects of the immediate change vigilante talent without having to qualify for it.

While in their mustached identity the mustached mauler's base attack bonus from vigilante levels is equal to their vigilante level. They cannot perform Intelligence and Wisdom based checks or skill checks, except Perception, and cannot cast Intelligence or Wisdom based spells or spell like abilities. If they must make such a check they automatically fail. While in their mustached identity their Will save is unmodified by their Wisdom modifier, and they cannot benefit from any effects that grant Intelligence or Wisdom bonuses to saving throws. However, if an ability modifier other than Intelligence or Wisdom is added to or swapped onto Will they may use it as normal.

In addition, the mustached mauler can choose talents as if they were an avenger or stalker vigilante. Though they cannot benefit from effects that modify hidden strike. They can never use their vigilante talents in their social identity.

This replaces vigilante specialization and alters dual identity.

AC Bonus (Ex) The mustached mauler's rough glistening skin and thick sweat is their armor. While in their mustached identity so long as most of their pectoral and abdominal muscles are clearly visible they add their Charisma bonus to their AC.

In addition, the mustached mauler gains a +1 bonus to AC at 4th level. This bonus increases by 1 for every four vigilante levels thereafter, up to a

maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks or when the mustached mauler is flat-footed. They lose these bonuses when they wear any armor, when they carry a shield, or when their muscles have been bound and hidden.

Martial Flexibility (Ex) The mustached mauler can switch their fighting style on the fly. They possesses a brawler's martial flexibility class feature as a brawler of their vigilante level.

This replaces the vigilante talents gained at 2nd, 6th, 10th, and 12th levels as well as vengeance strike.

Maneuver Training (Ex) The mustached mauler favors exotic maneuvers. They possesses a brawler's maneuver training class feature as a brawler of their vigilante level.

This replaces the social talents gained at 3rd, 7th, 11th, 15th, and 19th levels.

Mauler Talents

The mustached mauler gets access to a few exclusive vigilante talents.

- *Awesome Blow (Ex)* The mustached mauler has learned to make attacks beyond their size. They gain the Awesome Blow monster feat without having to meet the prerequisites. Their awesome blow combat maneuver deals an amount of damage equal to their unarmed strike damage. At 16th level, the mustached mauler can use Awesome Blow against a creature up to one size category bigger than them, and they can bull rush, drag, reposition, and trip creatures of up to one size category greater. The mustached mauler must be at least 8th level to select this talent.
- *Bounce Off (Ex)* Once per round, the mustached mauler can choose to block incoming damage head on. After an attack is declared but before the results are known he can choose to add his Charisma bonus as DR/- instead of as AC.
- *Burst of Insight (Ex)* The mustached mauler can sometimes provide a surprisingly intelligent insight. Once every minute they can make one Intelligence or Wisdom based ability check or skill check while in their mustached identity and add a +4 bonus to this check.
- *Dull Magic (Su)* The mustached mauler treats all attack rolls with magical weapons against him as if they did not have an enhancement bonus. The mustached mauler must be at least 14th level and possess the ignorance is

bliss talent in order to select this talent.

- *Ignorance is Bliss (Su)* The mustached mauler finds their opponent's magical weapons to be completely overblown. The power of the mustache protects them and thus they can ignore magical weapon special abilities. To do so, they possess an ignorance score. This ignorance score is equal to ¼th their vigilante level (min 1). They can ignore special abilities, but not enhancement bonuses, with a bonus cost equal to or less than their ignorance score. If the magical item possess more qualities than their ignorance score they can choose a quality they have identified to ignore and then the GM determines what else they ignore by a random method done in secret. The mustached mauler cannot ignore more than their ignorance score. The mustached mauler must be at least 6th level in order to select this talent.

This alters vigilante talents.

Shapeshifter (Vigilante Archetype)

Shapeshifters are among the most feared of vigilantes. Their capabilities shift as often as their bodily forms making them difficult to pin down. Shapeshifters were common fifth columnists among the Elementalist zendiqi forces, and assassinated many Deist VIPs.

Shapeshift (Sp) The shapeshifter can change their form into that of other creatures. This is a *polymorph* effect that does not provide the usual +10 bonus to Disguise checks. Instead, they look similar to their vigilante identity while in another form. (ie. similar colors or shapes.) Whenever a shapeshifter uses their shapeshift they are considered to be in their vigilante identity. However, if they did not change into their vigilante identity before using shapeshift, the natural form they revert back to when the effect ends will be whatever identity they were in at the time. Seeing an identity change into the vigilante can give them away.

They possesses a number of shapeshifting points equal to 3 x their vigilante level. By expending 1 point, as a standard action the vigilante can shapeshift into a single form provided by the vigilante's shapeshifting specialization(s). This usually functions as per a spell or effect given at the appropriately listed level. Unless otherwise stated, this can only be a single form. This form lasts for 10 minutes and can be ended at any time as a free action. At the end of the 10 minutes, the vigilante can spend an additional point to maintain their current form.

Certain effects can be added on top of other forms. When doing so, for every additional effect the shapeshift consumes an additional point of shapeshifting points to either change, or maintain a form. These additional effects must be maintained if the vigilante maintains their current form. These effects can either be applied when initially turning into a form, or added later as a standard action.

This replaces the social talent gained at 1st and the vigilante talents gained at 4th, 8th, and 12th.

Shapeshifting Specialization (Su) At 1st level, the shapeshifter chooses a shapeshifting specialization. This determines the forms or abilities they can take on with shapeshift.

Aberration

- At 1st level, the shapeshifter chooses one of the following spells; *aboleth's lung*, *bouncy body*, *cat's grace*, *bear's endurance*, *bull's strength*, *eagle's splendor*, *fox's cunning*, *jump* (using their vigilante level as their caster level), *long arm*, *monkey fish*, *owl's wisdom*, or *touch of the sea*. They can change themselves as per this spell. At 4th level and every 2 vigilante levels past 4th, the shapeshifter adds an additional spell from this list to their options. This can be applied once on top of another form, but it must not grant a size or enchantment bonus to a stat that already benefits in that form. At 16th level, it does not cost the shapeshifter a shapeshifting point to apply this spell.
- At 4th level, when shapeshifted the shapeshifter can gain the benefits of alchemist discoveries. They can choose from the tentacle, vestigial arm, parasitic twin, preserve organs, chameleon, spontaneous healing, or wings discoveries using their vigilante level as their alchemist level. They must otherwise qualify for the discovery. For every 4 levels past 4th they gain another discovery. This can be applied once on top of another form or effect, including itself.
- At 4th level, the shapeshifter can change their form as per *countless eyes*. This effect can be added once on top of another form or effect other than itself.
- At 4th level, the shapeshifter can change forms to take on an evolved shape. When crafting this form, they gain a number of evolution points equal to those of an unchained eidolon of their vigilante level. They use their vigilante level -3 as their effective

unchained summoner level to qualify for abilities and count as a bipedal untyped eidolon. After applying these evolution points, this remains their form for the duration of their shapeshift. They are restricted in natural attacks to those of an eidolon of their vigilante level.

- At 6th level, the shapeshifter can gain the benefits of *eyes of the void*. This effect can be added once on top of another form or effect other than itself.
- At 6th level, the shapeshifter can elongate their hair. By expending 9 shapeshifting points they can use *strangling hair* as a spell-like ability. This is not a form change and uses the shapeshifter's Charisma modifier as the attack modifier.

Bestial

- At 1st level, the shapeshifter's form can change as per *animal aspect*. At 4th level, this improves to *greater animal aspect*. These can be applied once on top of another form. At 10th level, this can be applied without spending a shapeshifting point.
- At 1st level, the bestial specialization allows shapeshifters to take the Aspect of the Beast feat without meeting the prerequisites. By spending 1 shapeshifting point as a move action, the shapeshifter can semi-permanently alter the benefits of this feat to other valid benefits until this action is done again. If they possess the quick shift talent this may be done as a free or immediate action.
- At 4th level, they can change forms as per *beast shape I*. For every 2 vigilante levels past 4th the shapeshifter possesses beast shape functions as a one level higher version. While in a creature's shape, the shapeshifter can communicate with creatures of approximately the same kind as themselves, though animals are still limited by their mental ability scores.
- At 6th level, the shapeshifter gains a combat style feat as a ranger of their vigilante level with the natural weapon style. The shapeshifter only gains the benefits of this feat when using a form or a form modified by an effect granted by the bestial specialization. If they would not normally qualify for these feats they may take them with normal feats from leveling so long as a ranger of their vigilante level could take these feats. However, if they are not bonus feats the vigilante must be in a form that could qualify for them to gain the benefits. At 10th, 14th, and 18th levels, the shapeshifter gains an additional bonus feat from this style.

- At 6th level, the shapeshifter can change to gain the effects of *phantom hunt* on only themselves.

Celestial

- At 1st level, the shapeshifter can take on the features of a celestial being as per *lesser angelic aspect*. This can be added once on top of another form or effect other than itself. At 4th level, they gain the benefits of celestial healing while under the effects of *lesser angelic aspect* and this improves to *greater celestial healing* at 6th. At 8th level *lesser angelic aspect* improves to *angelic aspect*, and at 14th level this improves to *greater angelic aspect*.
- At 4th level, the shapeshifter can expend 6 shapeshifting points to use smite evil as a paladin of their vigilante level. This is a swift action the same as a normal smite evil.
- At 6th level, the shapeshifter can gain the effects of *freedom of movement*. This can be added once on top of another form or effect other than itself.
- At 12th level, the shapeshifter can change themselves so that any manufactured weapon they wield is considered to have the *holy* special quality. This is an effect change that follows the normal rules for such and can be applied once on top of another form or effect so long as the shapeshifter has angelic aspect applied to themselves already.

Draconic

- At 1st level, the shapeshifter can take on draconic claws. These are 2 primary claw attacks that do 1d4 if small and 1d6 if medium. These replace any claws the shapeshifter's current form possesses. These can be added once on top of another form. At 4th level, while possessing draconic claws the vigilante can also gain a primary bite attack that applies 1-½ times their strength modifier and deals 1d6 if medium and 1d4 if small. This replaces any bite attack the shapeshifter's current form possesses. At 8th level, while possessing draconic claws the vigilante can also gain wings with a flight speed equal to their base speed and good maneuverability.
- At 6th level, the shapeshifter's claw and bite attacks granted by draconic specialization add 1d6 worth of cold, acid, electric, or fire energy damage. If they are using form of the dragon this damage type is determined by their breath weapon.
- At 10th level, they can take on forms as per *form of the dragon I*.

At 12th this improves to *form of the dragon II*, and at 14th this improves to *form of the dragon III*.

Elemental

- At 1st level, the shapeshifter can gain the effects of *elemental touch*. They can add *elemental touch* once on top of another shapeshift form, except *elemental touch*.
- At 4th level, they can instead change forms as per *gaseous form* or *ironskin*.
- At 4th level, they can instead gain the effects of *elemental aura*. They can add *elemental aura* once on top of another shapeshift form, except *elemental aura*.
- At 6th level, they can instead change forms as per *scorching ash form*.
- At 6th level, they can instead change shape as per *elemental body I*. For every two vigilante levels past 6th the shapeshifter possesses *elemental body* functions as a one level higher version.
- At 8th level, the shapeshifter can instead take on forms as per *geniekind*.
- At 10th level, the shapeshifter can instead take on *fluid form*.
- At 12th level, the shapeshifter can instead take on *ice body*.
- At 16th level, the shapeshifter can instead take on *fiery body*.

Giant

- At 1st level, the shapeshifter's form can change as per *enlarge person* or *reduce person*. At 4th level, when the shapeshifter changes size their shapeshifting does stack with other magical effects that change a creature's size. At this level they can add *enlarge person* or *reduce person* once on top of another shapeshift form. (Including *enlarge person* or *reduce person*.)
- At 6th level, whenever the shapeshifter's form is changed they are also treated as if under the effects of a *stone throwing* spell. This does not need to be a form change from the size specialization.
- At 12th level, they can take instead take on forms as per *giant form I* and at 14th this improves to *giant form II*. Also at 14th, they can instead change as per *frightful aspect*.

Humanoid

- At 1st level, the shapeshifter's form can change as per *alter self*.
- At 4th level, the shapeshifter gains the many guises social talent.

He can use 1 shapeshifting point to turn into a mundane identity as a standard action. (Quick shift can reduce this. It applies even to mundane identities taken by social talents such as any guise.)

- Also at 4th level, they can take on forms as per *monstrous physique I*. For every 2 vigilante levels past 4th the shapeshifter possesses monstrous humanoid functions as a one level higher version. (*monstrous physique II* at 6th, *monstrous physique III* at 8th, ect.)

Plant

- At 1st level, the shapeshifter's form can change as per *tree shape*.
- At 4th level, the shapeshifter's form can instead function as *vine strike*. While under the effects of vine strike the shapeshifter also is treated as possessing the fist of the avenger vigilante talent even though they are not an avenger. They can add *vine strike* once on top of another shapeshift form, except vine strike itself.
- At 6th level, a plant specialist shapeshifter is under the effects of a constant *speak with plants* spell. This requires no shapeshifting points to use.
- At 8th level, they can travel into trees as per *tree stride*. *Tree stride* can be applied once on top of another form.
- At 8th level, they can instead take forms as per *plant shape I*. At 10th this improves to *plant shape II*, and at 12th this improves to *plant shape III*.

Stone

- At 1st level, the shapeshifter can gain the effects of *stone fist*. They can add *stone fist* once on top of another shapeshift form, except *stone fist*. Unlike other additional effects, adding *stone fist* does not cost an additional shapeshifting point.
- At 2nd level, they can instead change forms as per *ironskin*. At 10th level, while under the effects of iron skin they can spend a move action to change the effects to those of *dust form*. They can spend a move action to change back into *ironskin* and can choose to start in *dust form* when using their action to shapeshift. At 12th level, while under the effects of *ironskin* (but not *dust form*) they also are treated as if under the effects of a *statue* spell.
- At 4th level, the shapeshifter gains the stone guise social talent. He can use 1 shapeshifting point to turn into a *statue* identity as a standard action. (Quick shift can reduce this.)
- At 4th level, they can instead change forms as per *meld into stone*.

This can be added once on top of another form.

- At 6th level, the shapeshifter can remove the petrified status from themselves as a free action. They are not rendered unconscious when petrified.
- At 6th level, they can gain the effects of *calcific touch*. This can be added once on top of another shapeshifting form, except *calcific touch*.
- At 12th level, they can alter forms as per a *statue* spell. This can be added once on top of another form, though it is pointless with statue or a shapeshifter's *ironskin*. (While under the effects of statue, they can use statue's ability to change to stone and back as a free action.)
- At 14th level, they can instead change forms as per *iron body*.

Swarm

- At 1st level, the shapeshifter can change into a single swarm form. This is a CR 1 or less swarm of the vermin or animal type.
- At 4th level, the shapeshifter is immune to all forms of disease, including magical and supernatural.
- At 4th level, the shapeshifter can turn into a swarming mass of some form of small creatures. While in this form they gain a worm that walks' Worm that Walks Traits, Discorporate, and Squirming Embrace special abilities. At 6th level, they also gain the Diehard feat and a +2 bonus to Dexterity and Constitution. At 8th level, they gain DR 5 and Fast Healing 5. At 10th level, they increase the bonus to Dexterity and Constitution to +4 and the DR to DR 10.
- At 6th level, they can instead change shape as per *vermin shape I*. At 8th level, this improves to *vermin shape II*.
- At 10th level, they can change their body similar to *swarm skin*. This uses their vigilante level as their caster level and does not leave behind bones or gear. Instead, their bones and gear transform with them and their consciousness resides in the swarms. If all the swarms are slain, the shapeshifter dies and their body is left behind in the final swarm. The swarms may reform into the shapeshifter. This only requires one of the swarms to do so, but if at least half the swarms the shapeshifter divided into are not present they take 1 negative level. They add additional swarms to their list of options as per the table below.

Viglante Level	Swarm Type(s)
2th	Water Strider Swarm
4th	Bat Swarm, Snake Swarm
6th	Murder of Crows, Mosquito Swarm, Scarab Beetle Swarm
8th	Snake Swarm (Venomous)
12th	Jellyfish Swarm, Sprite Swarm
20th	Hive Mind Beetle Swarm

Undead

- At 1st level, the shapeshifter's form can change as per *alter self*, except it only allows for the assumption of undead forms which must be vaguely humanoid shaped instead of assuming humanoid shape.
- At 4th level, alter self improves to *undead anatomy I*. At 8th level, this improves to *undead anatomy II*. For every 2 vigilante levels past 8th the shapeshifter possesses undead anatomy functions as a one level higher version of *undead anatomy*.
- At 14th level, if the shapeshifter takes the form of an incorporeal creature they can choose either to not accept being incorporeal, or they can accept incorporeal in which case they use up an additional shapeshifting point to change or maintain it.

Master Shapeshifter (Su) By 20th level, the shapeshifter has learned all they need to know about altering their body. They can change form as a free action at the start of every turn and any form changes are permanent until they alter them again. In addition, they choose two other shapeshifting specializations besides their primary and gain them using their full vigilante level for them. If they possessed additional specialization in one of these two they can change that to a different specialization they do not already possess.

This replaces vengeance strike.

Shapeshifter Talents The shapeshifter gains access to the following unique vigilante talents.

- *Additional Specialization (Su)* The shapeshifter gains an additional shapeshifting specialization. This specialization only grants effects as her vigilante level -4. The shapeshifter must be at least 6th level to select this talent.

- *Convincing Form (Ex)* The shapeshifter's forms are actually suitable disguises. They no longer look similar to themselves while in a different form and gain their seamless disguise bonus to appear as forms they take on. At 14th level, they can fake the appropriate aura of creatures they are mimicking.
- *Quick Shift (Ex)* The shapeshifter can spend 1 additional shapeshifting point to change forms or add effects as a swift action instead of a standard action. At 12th level, this can be used as an immediate action.

This alters vigilante talents.

Feats

Below are feats developed for vigilantes on Porphyra, but also usable by any classes that qualify.

Alternative Magic

You use a different source of magic.
Prerequisite: Magical child archetype
Benefits: Choose either the druid spell list, the sorcerer/wizard spell list, or the psychic spell list. If you have levels in the magical child vigilante archetype you cast spells of up to 6th level from that list instead of the summoner list. This does not change any other factor of your casting, just your spell list.
Special: Can only be taken at 1st level or before your first level of Magical Child.

By Night and Day (Combat)

You can return within 24 hours to deal with someone again.
Benefits: All of your vigilante class features and talents that can only affect a target once in 24 are reduced so that you can only use them once in 12 hours.

Charge Strike (Combat)

You perform an epic slash that cuts clean through your foes.
Prerequisites: Str 13, Cleave, Power Attack, base attack bonus +4
Benefits: As a full-round action, you can make a special charge action. Unlike a normal charge, you do not end your movement at your opponent. Instead, you move past your opponent passing through adjacent squares. You must have moved at least 10 feet to be able to attack your opponent during this

action. When you attack, treat it as a Cleave action. You make your second attack in this Cleave after having moved 5 feet from where you struck the first opponent. After attacking your first opponent, you must move at least an additional 10 feet unless you are blocked or run out of movement in which case you fall prone and are staggered for 1 round.

Lasting Impression (Combat)

You strike fear into your foes, which they remember well.
Prerequisite: Frightening Appearance class feature
Benefits: The duration of effects is doubled for frightening appearance. To use this the target must have been hit by your frightening appearance class feature at least a day before.

Piercing Charge (Combat)

You perform a series of strikes that minces the flesh of your enemies.
Prerequisites: Str 15, Cleave, Charge Strike, Great Cleave, Power Attack, base attack bonus +8
Benefits: When making a charge strike you instead treat your attack as a great cleave. Each opponent you attack you must do so after having moved 5 feet.

Social Talents

The following social talents add to the options available to vigilantes or any other class that can select social talents.

Artist's Signature (Ex): The vigilante selects a Craft, Perform, or Profession skill. Any work created with this skill possesses the artist's signature. Whenever he is in his social identity, he gains a bonus of +5 on Diplomacy checks to haggle his goods and negotiate prices and those who would be familiar with the reputation of his quality of work have an initial attitude that's one step better. This attitude improvement does not stack with renown. These benefits also apply to any skill that benefits from the entrepreneur social talent, if he has it.

Contacts (Ex): The vigilante attracts a more powerful group of followers to aid in their tasks. This functions as the Recruits feat with some changes. This does not count against being able to take the Leadership feat and these cohorts cannot adventure with the vigilante. Instead, they serve as managers

of his holdings, eyes and ears in the city, and can help cover for his identity. If he possesses the safe house social talent they can bring library research material into his safe house and half the time he spends researching. They can also bring him other materials such as food or basic resources he has paid for. Each of them, once per day, can assist him as per the loyal aid talent.

If he possesses the sidekick vigilante talent, then that sidekick counts against his maximum number of followers and can be a promoted cohort so long as he otherwise qualifies as a sidekick. The sidekick does not have to be the same level as the other cohorts. The vigilante can swap out his sidekick for another cohort to allow that cohort to adventure with the vigilante, but this cohort will most likely be lower in level than the sidekick. This functions the same as swapping out recruits normally does.

These recruits can be made aware of the vigilante's dual identity. If they are, they add the vigilante's bonus from seamless guise to checks made to Bluff that the vigilante is not both people. The vigilante must be at least 5th level and possess the loyal aid social talent to select this talent.

Focused Study (Ex): The vigilante gains Skill Focus as a bonus feat. He must select a specific skill to apply this to. If the skill could be used with social grace and is not selected by social grace, while in his social identity he considers it one of his social grace skills for the purposes of other talents, such as magical craftsman.

Keep it Going (Ex): The vigilante tries to use his words (or his opponent's tendency to monologue) to keep opponents from attacking him till he can prepare a trap. This functions as the Call Truce feat, except as follows. Instead of Diplomacy he uses Bluff to initiate the check and the check is DC 20 + the highest Sense Motive of the group. During the entire truce he must continue talking and be heard by his opponents or else keep his opponents talking.

While in this truce anyone (including enemies) with the wordy wit social talent may use it. They make the normal wordy wit check without provoking additional checks such as the normal sense motive check to notice someone is trying to gain a combat advantage. The wordy wit prepared actions do not activate at the start of the vigilante's next turn, but rather instead whenever combat resumes. Everyone with the keep it going social talent can ready up to three distinct actions in this way during this truce. Being discovered means combat automatically resumes. The vigilante can only take this social talent if he is at least a 11th level vigilante and possess the wordy wit social talent.

Magical Craftsman (Ex): The vigilante can make magical arms and armor. With Craft skills with which the vigilante possesses social grace he is treated as if he possessed the Craft Magic Arms and Armor and Master Craftsman feats. If he possesses the social grace talent, he also gains these benefits with all Craft skills he possesses with that talent. The vigilante must be at least 7th level and possess the social grace talent to select this talent.

Mouth Off (Ex): The vigilante is talented at using his words as a weapon. He gains a +4 competence bonus to Bluff checks using language. If he possess the mockery vigilante talent he gains an additional usage per day of the Intimidate version of Antagonize. At 13th level this increases to a +8 bonus and he gains one more usage per day of the Intimidate version of Antagonize.

Safe House Resources (Ex): The vigilante gains Brilliant Planner as a bonus feat without having to meet the prerequisites. If he already has the Brilliant Planner feat, he can immediately swap it for another feat for which he qualified at the level he chose Brilliant Planner. He can spend gold up to ten times his brilliant plan fund to outfit his safe house with the ability to provide for his brilliant plans. Then, whenever he visits his safe house he can use these additional funds to instantly refill his brilliant plan funds from these additional funds. He can use brilliant planner an additional time per day for every 5 vigilante levels, but must return to his safe house to refill. If he possesses the loyal aid social talent his favor once a day can be to retrieve additional funds from his safe house to him to refill instead. This does not allow him to exceed how much of his brilliant plan funds he can carry on him. The vigilante must be at least 3rd level and possess the safe house social talent to select this talent. Rogues and others with the claimed turf rogue talent may select this talent in place of a rogue talent using their effective rogue level in place of their vigilante level.

Stone Guise (Su): The vigilante gains an additional identity. This is known as a statue identity. While in a statue identity, he can magically freeze and turn to stone as per the *statue* spell, except that he does not gain hardness 8 and cannot transform as a free action. Instead, he changes to stone using the time it would normally take him to change identities. He receives a +20 circumstance bonus on Disguise checks to appear as an ordinary statute and has a true neutral alignment while in his statue identity. Spells and abilities that are seeking for the vigilante's other identities fail while he is in his statue identity. A vigilante's statue identity is static, always being roughly the same statue. But, he may change possessions and adopt different clothing (or lack thereof)

to attempt to disguise as a different statue in much the same way a social identity might take on a normal disguise using the disguise skill. Most will not think to closely observe a statue, even though they might find it peculiar if they remember a statue of the same person. At 15th level, a vigilante can remain in their statue identity indefinitely without aging. A vigilante must be at least 5th level to select this talent.

Unusual Weaponry (Ex): The vigilante is well practised in using a normally innocuous tool as a deadly weapon. He chooses one object such as a broom, a bottle, or similar improvised weapon. With it, he ignores the -4 penalty for being unproficient and it does damage according to the following table.

Weapon Type	Dmg (S)	Dmg (M)	Dmg (L)	Critical	Special
Light	1d4	1d6	1d8	x3	Performance
Light (throwing)	1d3	1d4	1d6	19-20	Fragile, Range 20 ft.
One-Handed	1d8	1d10	2d8	x3	Performance
One-Handed (throwing)	1d6	1d8	2d6	x3	Range 10 ft.
Two-Handed	1d10	2d6	3d6	x3	Performance, see text
Two-Handed (Long)	1d10	2d6	3d6	x3	Performance, Reach
Two-Handed (Double)	1d8	1d10	2d8	x2	Double

The improvised weapon does either B or P damage, chosen when the tool is selected. A normal two-handed improvised weapon does both B and P damage. This weapon can do nonlethal damage without taking a -4 to attack rolls. These benefits apply to all tools or objects of the exact same type. If *desperate weapon* is cast and summons a weapon of the same design as the vigilante's unusual weapon it acts as the normal unusual weapon. The vigilante's unusual weapon may be enchanted with weapon qualities for which it qualifies. If the vigilante possesses the take 'em alive vigilante talent these weapons do an additional +2 damage when doing nonlethal on top of the damage buff normally gained. The vigilante may select this talent multiple times, choosing a new object each time.

Wordy Wit (Ex): The vigilante distracts someone with rapid talking, allowing him to prepare a surprise in plain view of them without them noticing. He chooses an action he can normally use as a readied action. Unlike a normal readied action, it can be delayed to trigger during his next turn without taking up an action on that turn. When he readies this action he makes a check identical to the one for the conceal spell feat. Readying an extraordinary ability or mundane ability does not allow opponents to use spellcraft for their opposed check. If he possesses conceal spell treat this as greater conceal spell instead.

If he succeeds, the targets of the check do not notice he has already prepared an action that is ready to go off, such as legs being clinched in preparation to move, fingers edging the barrel of a gun to reload, a spell beginning behind them, or so on. If he fails this check the opponent is aware of his readied action and its trigger. If he has successfully executed this talent on an enemy, they gain a +10 cumulative bonus against further uses for 1 minute. The vigilante can only take this social talent if he is at least a 7th level vigilante and possess the mouth off social talent.

Vigilante Talents

The following vigilante talents add to the options available to vigilantes.

Advanced Cleave Training (Ex): The vigilante gains Great Cleave as a bonus feat without having to meet the prerequisites. If he already has the Great Cleave feat, he can immediately swap it for another feat for which he qualified at the level he chose Great Cleave. He does not take a -2 penalty to AC when using Cleave. If he possesses Improved Vital Strike or Greater Vital Strike he can apply the effects of those instead of Vital Strike to his first attack. The vigilante must be at least 6th level and possess the cleave training vigilante talent to select this talent.

Cleave Training (Ex): The vigilante gains Cleave as a bonus feat without having to meet the prerequisites. If he already has the Cleave feat, he can immediately swap it for another feat for which he qualified at the level he chose Cleave. If he also possesses Vital Strike or the perfect vulnerability vigilante talent, he can apply the effects of one of these to the first target he cleaves.

Cut Through (Ex): The vigilante gains Charge Strike as a bonus feat. If he already has the Charge Strike feat, he can immediately swap it for another

feat for which he qualified at the level he chose Charge Strike. If he possess advanced cleave training he also gains Piercing Charge as a bonus feat. He does not need to met the prerequisites for these feats. The vigilante must be at least 6th level and possess the cleave training vigilante talent to select this talent.

Evolved (Ex): While in his vigilante identity, the vigilante gains the effects of an additional racial trait from their race they do not possess. At 6th level, they gain another. And at 14th level, they gain a third. They must not already possess these racial traits. Feats that need this racial trait to qualify for can be taken, but only can be used while in the vigilante's vigilante identity. (i.e.. The vigilante may take Extra Spider Legs feat if they choose a karza's spider legs with this ability, but they only have their legs and additional legs in their vigilante identity.)

Read Movement (Ex): The vigilante learns to read the movements of his opponents. Once per day, as a swift action he can designate an opponent. So long as this opponent remains in their sights they are treated as if the vigilante had used the spell *anticipate thoughts* on them. He gains an additional use of this ability at 14th and 18th levels. A vigilante must be at least 8th level to select this talent.

Sidekick (Ex): The vigilante gains the benefits of a sidekick. This functions similarly to the Leadership feat, except that the cohort is also a vigilante 3 levels lower than the vigilante that gained this talent. This cohort cannot choose this talent and must have the same archetype or archetypes as their leader. She cannot multiclass. The vigilante determines her Leadership score according to the rules presented in the Leadership feat

If the vigilante releases his sidekick from service or otherwise loses her sidekick, he may train a new one by scouting for potential candidates in a city or large town where adventurers are at least somewhat common, and then training them which requires 1 week of effort. Unlike other hirelings, a sidekick requires no compensation for her services. The opportunity to train alongside a legendary vigilante is more than enough.

Upon reaching 8th level, this talent changes to the Leadership feat and the sidekick may be treated as a normal cohort no longer bound to being a vigilante. The vigilante must be at least 4th level to select this talent.

Skill Mastery (Ex): The vigilante has absolute confidence in his skills. He can select any vigilante class skills or skills he possess social grace in up to a

maximum of his ½ intelligence modifier (min 1). With these skills he can always take 10 even if stress or distractions would normally prevent him from such. Stalker vigilantes can use their full Intelligence modifier instead of half to determine how many skills they master. The vigilante must be at least 8th level to select this talent.

Spinning Strikes (Ex): The vigilante gains Circling Mongoose as a bonus feat without meeting the prerequisites. Against attacks of opportunity caused by using this feat the vigilante gains a +4 dodge bonus. The vigilante must be at least 8th level and possess the fantastic stride vigilante talent to select this talent.

Tactical Contact (Ex): The vigilante possess a special contact to aid him in an advisory role. One of his cohorts turns into a tactical contact. A tactical contact can spend a full-round action to grant the vigilante usage of a combat or teamwork feat he does not know for up to 1 minute per level of the tactical contact. To do this, the vigilante must be able to clearly communicate with the tactical contact and the tactical contact must not be under stress or distract (such as by combat). This can be done once per day, and 1 additional time per day at 14th and 18th levels. The vigilante must be at least 8th level and possess the contacts social talent to select this talent.

Tactical Training (Ex): The vigilante gains the solo tactics class feature as an inquisitor. He also can learn one teamwork feat he qualifies for at the level he took this talent.

Whirlwind Lash (Ex): The vigilante gains Whirlwind Attack as a bonus feat without having to meet the prerequisites. If he already has the Whirlwind Attack feat, he can immediately swap it for another feat for which he qualified at the level he chose Whirlwind Attack. If he also possesses Vital Strike, Improved Vital Strike, Greater Vital Strike, or the perfect vulnerability vigilante talent, he can apply the effects of one of these to the first target he attacks. The vigilante must be at least 8th level and possess the advanced cleave training vigilante talent to select this talent.

Favored Class Bonuses

Favored class provide a racial bonus can be taken instead of adding a hit point or a skill point when taking a level in one's favored class. The following options are available to the listed races from Fehr's Ethnology, Lands of Porphyra, or the porphyra.wikidot.com website.

Anpur Gain 1/6 of a social talent.

Avoodim Add ½ to the DC increase for unshakable.

Deigenae Add ½ to the DC increase for unshakable.

Dhosari Add +1 to Bluff and Intimidate checks when dealing with beings of Large size or larger.

Dragonblood Gain +1/6 of a social talent.

Drow (any subrace) Gain +1/3 on all Acrobatics, Climb and Stealth checks while underground.

Enigmon Add ½ of the Disguise bonus provided by seamless guise.

Erkunae Gain 1/6 of a new vigilante talent.

Eventual Gain + ½ on Bluff checks to tell lies.

Femanx Gain 1/6 of a social talent.

Half-elf (elf/orc) Add +1 to Diplomacy and Intimidate checks when dealing with beings with the elf or orc subtype.

Half-human (human/orc) Add +1 to Bluff and Intimidate checks when dealing with beings with the human or orc subtype.

Ith'n ya'roo Increase the bonus from social grace on Craft skills by + ½.

Kripar Gain +1/3 on all Acrobatics, Climb and Stealth checks while underground.

Orcam Gain +1/3 on all Acrobatics and Stealth checks when out of water.

Polkan Add +1 to Intimidate and Sense Motive checks when dealing beings of the human or native subtype.

Qit'ar Gain +1/3 on all Acrobatics, Climb and Stealth checks when in forest terrain.

Satyrine Gain 1/6 of a vigilante talent.

Saurian Add ½ to the DC increase for unshakable.

Urisk Gain +1/4 on all Charisma-based skill checks.

Xesa Add 1/6 of a social talent.

Zendiqi Add ½ of the Disguise bonus provided by seamless guise.

Sample Character

Below is a sample NPC vigilante character using the mustached mauler archetype.

Sam Saxton (Vigilante)/Veronica Hale (Social) (CR 4; XP 1,200)

Female human vigilante (mustached mauler) 5
CG (Vigilante)/N (Social) Medium humanoid (human)
Init +1; **Senses** Perception +7

Defense

AC 14, touch 14, flat-footed 13
(+1 Dex, +3 Cha)
hp 36 (5d8+10)
Fort +6, **Ref** +6, **Will** +5
Defensive Abilities unshakeable (+5 vs. intimidate)

Offense

Speed 30 ft.
Melee unarmed strike +6/+6 (1d8+5) or unarmed strike +8 (1d8+5)
Ranged improvised weapon (mug) +0 (1d4+3)
Special Attacks fist of the avenger, maneuver training 1 (grappling)

Tactics

Before Combat Sam does not prepare for combat, combat prepares for Sam.
During Combat As long as any foe is within charging distance, Sam will charge them with her fist, using her martial flexibility to gain Improved Grapple. If she thinks her foe won't break out of a grapple, she will attempt to grapple them. If not, she'll simply pound them into dust. If Sam desperately needs a ranged attack she will expend a use of martial flexibility to gain Throw Anything (+4 to her ranged attack). Usually she uses this with a mug or other throwable object on her person.
Morale Sam won't stop fighting until she's unconscious, although after she regains consciousness she's generally in good spirits unless her foes were attempting to kill her.

Statistics

Str 16, **Dex** 13, **Con** 12, **Int** 10, **Wis** 8, **Cha** 16
Base Atk +4; **CMB** +7 (+8 grapple); **CMD** 18 (19 vs. grapple)
Feats Improved Unarmed Strike, Dirty Fighting, Two-Weapon Fighting, Toughness, Weapon Focus (unarmed strike)
Skills Diplomacy +11, Intimidate +11, Perception + 7, Survival +7
Languages Common
SQ mustached identity, seamless guise, social talents (mouth off, renown),

startling presence, vigilante talents (fist of the avenger)
Combat Gear *potion of cure moderate wounds* (4), *potion of invisibility*; **Other Gear** *cloak of resistance +1*, metal mug (5), *quickrunner's shirt*, 245 gp

Demographics

Homeland Iffud
Deity/Faith Tulis

Rarely does a party feel complete until Sam Saxton arrives. A mountain of a woman with facial hair that would make a dwarf bow down and take notice, Sam manages to make friends wherever she goes, finding it hard to stay away from a good gathering of song, spirits, and celebration. Feeling at home in the taverns of Berton, once she gets slightly tipsy she can be a bit dangerous to have around, enjoying a good scrap with anyone who wishes to challenge her.

One of the only things Sam can't stand is an insult to her honor, willing to take a bet or a dare at the drop of a hat. Regardless of if she thinks she can do it or not, Sam will take up any challenge as soon as possible, reveling in the experience regardless of if she succeeds or not. It's quite hard to break her spirit, finding fun and joy wherever she goes.

Mild mannered Veronica Hale is highly respected and well liked local performance star. She is quite ditzy and often found to run away from trouble. Though well liked by directors, this gives her a reputation of being easy to manipulate.

Boon: In order to shift Sam's attitude to friendly, a character must beat her at a challenge of some kind. This can include drinking, arm wrestling, dart throwing, or any other similar competition, although she will accept any challenge if she thinks it will be fun. Those who manage to do so can benefit from Sam's renown talent for 1 day.

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