

The Genius Guide to: The Order of Vigilance



The Genius Guide to the Order of Vigilance presents a group of three thematically linked prestige classes for the *Pathfinder Roleplaying Game*. These classes represent various disciplines taught to members of an elite guild of bodyguards known as the Order of Vigilance, an organization dedicated to the notion that any group of individuals only ever reaches their ultimate potential when they function as a single unit—as a team that moves, acts, and thinks as one.

Each of the prestige classes here—the Dauntless Shield, Unseen Hand, and Warding Eye—functions adequately on its own, giving a character abilities and powers that allow them to excel at providing protection for their charge. However, when they team up with other characters that have been trained by the Order of Vigilance, their effectiveness increases and more options are open to them as a team than they each had individually.

THE ORDER OF VIGILANCE

If one seeks to hire bodyguards, it is easy enough to find a wide array of adventurous types willing to lend their swords, spells, and skills to that effort if the price is right. But they are, generally speaking, highly trained amateurs. There is a distinct difference between having experience killing monsters and being trained in the art of protecting and preserving the life of your employer. The Order of Vigilance is comprised of individuals who take great pride in having honed their expertise in not only protecting a given charge, but in using unmatched teamwork to do so.

The origin of the Order is lost to antiquity—too many rumors and tall tales have been cultivated for the purpose of enhancing the group's image, that even the Order do not know the truth. Some say the group is descended from a holy order that worshipped forgotten southern gods of protection and vengeance. Others say



it was started by the troops of a garrison whose master died suddenly and heirless—leaving a fully trained, well-armed group of guards with no means to support themselves. Yet others believe that all the rumors are just that, baseless stories spread simply to bolster the group's reputation in order to bring in more business.

Whatever the truth, the Order is known throughout the civilized world by their symbol—a plain bronze disk with a single polished black stone set in the center. Some say it represents an ever-vigilant eye, others think it is a tiny protective shield. Whatever the truth, it is never made of any precious materials, which means it is easy to counterfeit. However, such forgeries are rare as the single most widely accepted story about the Order is that they jealously defend their good reputation by mercilessly hunting down and executing anyone who falsely claims to belong to the group.

True members of the Order of Vigilance are trained in specific disciplines and can recognize one another by the rhythm of their fighting styles and the patterns of their attacks. These intricate maneuvers are designed to allow any two members of the Order to be able to fight in tandem as well as veterans who have been working side-by-side for years.

DAUNTLESS SHIELD

Dauntless shields are the most stereotypical bodyguards among the Order of Vigilance. They are combat oriented and focus their efforts on putting themselves

Changing The Order

The background of the Order of Vigilance is purposely generic to allow it to easily fit into any campaign world. The GM may choose any of the suggested backgrounds for the group, or invent one of his own. All that is important is that the group maintains its dedication to teamwork and focus on protecting a given charge.

If the players in your campaign want their characters to join the Order of Vigilance, it will be important for you to give them a mentor who can provide both access to the prestige classes and guidance on what being a member the Order means in your game world.

bodily between their charge and any known danger. They combine the martial prowess of a fighter with quick reactions and the ability to absorb an overwhelming amount of damage. They could very well have been the first to use the phrase "Over my dead body!" as a defiant response to the threat of impending violence.

Role: Most dauntless shields were formally fighters, although rangers, monks, rogues, and sorcerers also sometimes choose this path. Dauntless shields are expert warriors that arrange themselves on the battlefield so as to protect their charge and provide cover for their teammates. As they advance in level, they require less rest than normal and so can spend more time standing guard.

Alignment: Dauntless shields can be of any non-evil alignment, although most tend to be lawful.

Hit Die: d10

REQUIREMENTS

To qualify to become a dauntless shield, a character must fulfill the following criteria.

Alignment: Any non-Evil

Base Attack Bonus: +6

Skills: Perception 5 ranks, Sense Motive 5 ranks.

Feats: Blind-Fight, Endurance, Iron Will, Improved Initiative, Weapon Focus (any).

Special: The dauntless shield needs an instructor who is a member of the Order of Vigilance in order to take the first level of this class. After that, he may gain levels normally, even if there is no instructor to teach him.

CLASS SKILLS

The dauntless shield's class skills (and the key ability for each skill) are: Acrobatics (Dex), Climb (Str), Intimidate (Cha), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis), Stealth (Dex).

CLASS FEATURES

All of the following are class features of the dauntless shield prestige class.

Weapon and Armor Proficiency: Dauntless shields are proficient with all simple, martial, and exotic weapons and with all armor (heavy, light, and medium) and shields, including tower shields.

Harm's Way (Ex): As a free action, a dauntless shield may select a target ally to be the charge that he is particularly attempting to protect. Once this decision is made, the dauntless shield cannot change his charge until there is no obvious threat to that charge (normally after a combat encounter ends), or an hour has passed (if the charge has the misfortune to suffer obvious threats for more than an hour). Any other character that has levels in an Order of Vigilance prestige class is also considered a charge of the dauntless shield.

Once per round as an immediate reaction, if the dauntless shield is adjacent to a charge that is targeted by a direct melee

or ranged attack (but not an area effect), the dauntless shield can subject himself to the attack in the charge's stead. The dauntless shield must declare his intention to place himself in harm's way before the attack roll is made.

If the attack hits the dauntless shield, he takes damage normally. If it misses, it also misses the charge. A dauntless shield can designate up to two charges at once at 5th level, and three charges at once at 10th level. These additional charges are always in addition to characters with levels in an Order of Vigilance prestige class.

Scrapper (Ex): Starting at 1st level, a dauntless shield gains a +1 insight bonus to all melee attacks and damage. This bonus increases by +1 every other level thereafter, so at 3rd level the bonus is +2, at 5th level it is +3, and so on.

Damage Reduction (Su): At 2nd level the dauntless shield gains DR 1/-. At 4th level this increases to DR 2/-, at 8th level to DR 4/-, and at 10th level it reaches its maximum of DR 6/-.

Defense Bonus (Su): Beginning at 2nd level, dauntless shields gain a luck bonus to their AC (as listed on Table 1: The Dauntless Shield).

Less Sleep (Su): At 2nd level a dauntless shield needs only 4 hours of sleep per day in order to rest and recuperate normally. At 4th level this decreases to needing only 1 hour of rest per day, and at 6th level the dauntless shield no longer needs sleep at all. A dauntless shield able to cast spells must take an hour to meditate before regaining spell slots, and can still only regain spell slots once per day.

Protective Circle (Ex): Beginning at 3rd level, as a full-round action a dauntless shield can issue orders and directions to a number

TABLE 1: THE DAUNTLESS SHIELD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defense Bonus	Special
1	+1	+1	+0	+1	+0	Harm's way (1/day), scrapper +1
2	+2	+1	+1	+1	+1	Damage reduction 1/-, less sleep (4 hours/day)
3	+3	+2	+1	+2	+1	Scrapper +2, protective circle (adjacent)
4	+4	+2	+1	+2	+2	Damage reduction 2/-, sudden action
5	+5	+3	+2	+3	+2	Scrapper +3, additional charge
6	+6	+3	+2	+3	+2	Harm's way (2/day), less sleep (1 hour/day)
7	+7	+4	+2	+4	+3	Scrapper +4, protective circle (10' radius)
8	+8	+4	+3	+4	+3	Damage reduction 4/-
9	+9	+5	+3	+5	+3	Scrapper +5, additional charge
10	+10	+5	+3	+5	+4	Damage reduction 6/-, protective circle (30' radius)

of charges equal to his dauntless shield level. Doing so provides these charges with an insight bonus to AC equal to the dauntless shield's class level. This bonus lasts for 3 rounds.

At 3rd level, the charges must be adjacent to the dauntless shield at the time the orders and directions are given in order to receive this benefit. At 6th level, the charges may be up to 10 feet away from the dauntless shield. At 10th level, the charges may be up to 30 feet away.

Sudden Action (Ex): At 4th level, once per day a dauntless shield can change his place in the initiative order, moving higher in the count by a number less than or equal to his class level. The dauntless shield can declare the use of this ability at the start of any round, before any other character takes an action.

UNSEEN HAND

The unseen hands are the least conventional bodyguards in the Order of Vigilance. On the other hand, they very much exemplify the organization's focus on teamwork. Almost all of their abilities require the participation of other members of the Order, and what little direct interaction they have with a charge being protected by the Order centers on keeping everyone uncertain about the charge's location (including the charge himself).

Role: Unseen hands most often begin their careers as rogues, but many of them also started as rangers, bards, and even monks. They focus their efforts on maximizing teamwork between the various individuals on a team, making sure they are in just the right position to help and that their charge remains out of danger's way, even in the midst of a chaotic battle.

Hit Die: d8.

REQUIREMENTS

To qualify to become an unseen hand, a character must fulfill the following criteria.

Alignment: Any non-evil.

Base Attack Bonus: +3

Skills: Bluff 6 ranks, Escape Artist 6 ranks, Knowledge (local) 4 ranks, Sleight of Hand 4 ranks, Stealth 6 ranks.

Special: The unseen hand needs an instructor who is member of the Order of Vigilance in order to take the first level of this class. After that, he may gain levels normally, even if there is no instructor to teach him.

CLASS SKILLS

The unseen hand's class skills are: Acrobatics (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Knowledge (dungeoneering), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Use Magic Device (Cha).

Skill Ranks at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the unseen hand prestige class.

Team-Up: If an unseen hand can work together with another member of the Order of Vigilance to attack an opponent, he is able to time his blows in such a way as to exploit weaknesses in the enemy's defense.

The unseen hand's attack deals extra precision damage anytime his opponent is



also threatened by one or more allies who have levels in an Order of Vigilance prestige class, and any time the unseen hand is flanking a target. This extra damage is 1d6 at 1st level, and increases by 1d6 every two unseen hand levels thereafter. Should the unseen hand score a critical hit with a team-up attack, this extra damage is not multiplied. Ranged attacks cannot be team-up attacks.

With a weapon that deals nonlethal damage, an unseen hand can make a team-up attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a team-up attack, not even with the usual -4 penalty.

The unseen hand must be able to see both the target and at least one of the appropriate allies in order to make a team-up attack. He cannot use this power against opponents with concealment.

Swap Spots (Ex): As a free action, an unseen hand may select a target ally to be the charge that he is particularly attempting

to protect. Once this decision is made, the unseen hand cannot change his charge until there is no obvious threat to that charge (normally after a combat encounter ends), or an hour has passed (if the charge has the misfortune to suffer obvious threats for more than an hour). Any other character that has levels in an Order of Vigilance prestige class is also considered a charge of the unseen hand.

Whenever the unseen hand is adjacent to a charge, he can move into the charge's square as part of a normal movement (including a 5-foot step). At the same time, the charge moves into the unseen hand's previous space. Both the unseen hand and the charge must be willing, and neither can be immobilized, to make use of this ability. This ability functions on a charge up to one size category larger than you, but not any larger. The charge does not provoke an attack of opportunity from this movement, but you provoke as normal. This movement does not count against your charge's movement on his next turn.

talents. Talents marked with an asterisk add effects to the unseen hand's team-up 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.

Bleeding Attack* (Ex): An unseen hand with this talent can cause living opponents to bleed by hitting them with a team-up attack. This attack causes the target to take 1 additional point of damage each round for each die of the unseen hand's team-up attack. Bleeding creatures take that amount of damage every round at the start of each of their turns. The bleeding can be stopped by a DC 15 Heal check or application of any effect that heals hit point damage. Bleeding damage from this talent does not stack with itself or any other bleeding ability. Bleeding damage bypasses any damage reduction the creature might possess.

Combat Trick: An unseen hand that selects this talent gains a bonus combat feat (see Chapter 5 of the *Pathfinder Roleplaying Game*).

Crippling Strike* (Ex): An unseen hand with this talent can use team-up attacks to deliver blows that weaken and hamper his target. An opponent damaged by one of his team-up attacks also takes 2 points of Strength damage.

Duck And Weave (Ex): Once per day, as a move action an unseen hand with this talent can juke and dive about in such a confusing way that it is extremely difficult for opponents to pinpoint his exact location. Anyone who attempts to attack the unseen hand has a 50% miss chance as if he had total concealment. This effect lasts for a number of rounds equal to the unseen hand's Constitution bonus or until an attack successfully hits him, whichever comes

Talent: As an unseen hand gains experience, he learns a number of talents that aid him and confound his foes. At 2nd, 4th, 7th, and 9th levels, an unseen hand gains one of the following

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+1	+0	Team-up +1d6
2	+1	+1	+1	+1	Swap spots, unseen hand talent
3	+2	+1	+2	+1	Team-up +2d6
4	+3	+1	+2	+1	Heads up +2/-1, unseen hand talent
5	+3	+2	+3	+2	Team-up +3d6
6	+4	+2	+3	+2	Precise pairing +1d6
7	+5	+2	+4	+2	Team-up +4d6, unseen hand talent
8	+6	+3	+4	+3	Heads up +4/-2
9	+6	+3	+5	+3	Team-up +5d6, unseen hand talent
10	+7	+3	+5	+3	Precise pairing +2d6

first. The effect also ends if the unseen hand takes any movement other than a 5-foot step.

Misdirection (Ex): As part of a 5-foot step, the unseen hand may target an adjacent target and make a Bluff check in an attempt to a feint against that target. If the check is successful, the unseen hand gains no benefits, but all of his charges get a +2 attack bonus against that target until the start of the unseen hand's next turn.

Opportunist (Ex): Once per round, the unseen hand can make an attack of opportunity against an opponent who has just been struck for damage in melee by one of the unseen hand's charges. This attack counts as an attack of opportunity for that round. Even an unseen hand with the Combat Reflexes feat cannot use this talent more than once per round.

Slow Reactions* (Ex): Opponents damaged by the unseen hand's team-up attack can't make attacks of opportunity for 1 round.

Syncopation (Ex): The unseen hand is able to extend the effect of his duck and weave talent to also cover an adjacent charge. For the duration of the effect, attacks against either the unseen hand or his charge have a 50% miss chance. If the effect ends for one of the characters, it also ends for the other. So if either character makes a move action other than a 5-foot step, or if one of them is hit by an attack, the effect is over for both. The unseen hand must have the duck and weave talent before selecting syncopation.

Heads Up (Ex): At 4th level, an unseen hand may help adjacent charges to avoid the effects of certain attacks. Once per round, if the unseen hand and the charge at both targeted by an attack that deals half damage on a successful save, the unseen hand may grant the charge a +2 insight

bonus to the saving throw. However, as a result, the unseen hand suffers a -1 penalty to his saving throw. At 8th level, the bonus increases to +4 and the penalty increases to -2.

Precise Pairing: At 6th level, if an unseen hand provides a flanking bonus for another member of the Order of Vigilance, he is able to distract the enemy in such a way that his ally can exploit weaknesses in the enemy's defense.

The ally's attack deals extra damage any time the ally and the unseen hand are on exact opposite sides of an enemy. (See "flanking" in Chapter 8 of the *Pathfinder Roleplaying Game*). This extra damage is 1d6 at 6th level and increases to 2d6 at 10th level. It otherwise follows the same rules as the extra damage caused by the unseen hand's team-up attack.

WARDING EYE

The warding eyes are members of the Order of Vigilance who use arcane magic to protect their charges. Unlike most spellcasters, they are also proficient in a wide range of weapons and armor (though many eschew armor because of its deleterious effects on their spellcasting). The warding eye's powers focus on the detection of and protection from evil forces. After all, if you can spot the evil in the world around you and keep it at bay, it is very difficult for that evil to do harm to you or your charge.

Role: Most warding eyes started their careers as wizards, but a significant number of them also began as sorcerers and bards.



Warding eyes combine arcane spellcasting abilities with considerable martial prowess. They are able to attune themselves with certain individuals and target them with spells that spellcasters can usually only cast on themselves. As they go up in level, they also gain the ability to use other members of the Order of Vigilance as vessels through which they can cast short-range spells.

Hit Die: d8.

REQUIREMENTS

To qualify to become a warding eye, a character must fulfill the following criteria.

Alignment: Any non-evil.

Base Attack Bonus: +4

Skills: Knowledge (arcana) 3 ranks, Sense Motive 2 ranks, Spellcraft 5 ranks.

Spells: The ability to cast 1st-level arcane spells.

Special: The warding eye needs an instructor who is member of the Order of Vigilance in order to take the first level of

this class. After that, he may gain levels normally, even if there is no instructor to teach him.

CLASS SKILLS

The warding eye's class skills are: Bluff (Cha), Craft (alchemy) (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the warding eye prestige class.

Weapon and Armor Proficiency: Warding eyes are proficient all simple weapons, plus short bow and short sword. They are proficient with light and medium armor, but not with shields. A warding eye can cast warding eye spells while wearing

light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a warding eye wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. The warding eye still incurs the normal spell failure chance for arcane spells received from other classes.

Spells: A warding eyes casts arcane spells. He can cast any spell from the Warding Eye Spell List without preparing it ahead of time. To cast a spell, the warding eye must have an Intelligence of at least 10 + the spell's level, so a warding eye with an Intelligence of 10 or lower cannot cast these spells. Warding eye bonus spells are based on Intelligence, and saving throws against these spells have a Difficulty Class of 10 + spell level + Intelligence modifier.

Like other spellcasters, a warding eye can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 3. In addition, he receives bonus spells per day if he has a high Intelligence score (see Table 1–3 in the *Pathfinder Roleplaying Game*).

The caster level of a warding eye's arcane spells is equal to his total levels in all classes which grant him the ability to cast arcane spells. Thus a wizard 8/warding eye 3 has a caster level of 11 for spells from both classes.

If the warding eye also has levels in a class that grants arcane spells, he

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	SR/Save Bonus	Warding Eye Spells Per Day				Special
						1st	2nd	3rd	4th	
1	+0	+0	+0	+1	+0	1	–	–	–	Detect evil 1/day, spell resistance
2	+1	+1	+1	+1	+1	1	0	–	–	Dispel evil 1/day, detect lies
3	+2	+1	+1	+2	+1	1	1	–	–	Detect evil 2/day, second self (touch)
4	+3	+1	+1	+2	+2	2	1	–	–	Armored spellcasting –5%, dispel evil 2/day
5	+3	+2	+2	+3	+2	2	2	0	–	Detect evil 3/day, protection from evil 1/day
6	+4	+2	+2	+3	+2	2	2	1	–	Dispel evil 3/day, second self (15 ft.)
7	+5	+2	+2	+4	+3	2	2	2	0	Armored spellcasting –10%, detect evil 4/day
8	+6	+3	+3	+4	+3	3	2	2	1	Dispel evil 4/day, protection from evil 2/day
9	+6	+3	+3	+5	+3	3	3	2	2	Detect evil 5/day, second self (30 ft.)
10	+7	+3	+3	+5	+4	3	3	3	3	Dispel evil 5/day, protection from evil, 3/day

*Spell resistance applies only against enchantment and illusion spells. Wisdom bonus should be applied if applicable. If however, the warding eye fails the spell resistance and he would be entitled to a saving throw, he may make the roll with the bonus listed above.

gains some additional spells from that class. At 2nd level, and every even level afterward, the warding eye gains additional spells known and spell slots as if he had gained a level in his previous arcane spellcasting class. (If the warding eye has levels in more than one other arcane spellcasting class, he must decide which class he gains additional spells known and spell slots in at each even level. Once made, this decision cannot be changed.) Thus a wizard 8/warding eye 4 has access to spells as if he were a 10th level wizard, in addition to the spellcasting ability of a 4th level warding eye. The warding eye does not gain any other abilities of his previous arcane class, including no bonus spells or abilities from sorcerous bloodlines or wizard specialties.

Detect Evil (Sp): A warding eye is able to detect evil once per day. This functions exactly as the *detect evil* spell. At 3rd level and every other level thereafter, the warding eye gains one additional daily use of this ability.

Spell Resistance: A warding eye has limited spell resistance, which works only against spells from the illusion and enchantment schools. This spell resistance is equal to 5 + warding eye level + Wisdom bonus. Additionally, a warding eye gains a bonus to saving throws against enchantment and illusions spells. This bonus is equal to his class level.

Dispel Evil (Sp): Beginning at 2nd level, a warding eye can dispel evil once per day. This functions exactly as the *dispel evil* spell. The caster level is equal to the warding eye's total character level. At 4th level and every other level thereafter, the warding eye gains one additional daily use of this ability.

Detect Lies (Ex): Beginning at 2nd level, the warding eye may attempt to tell whether an individual is telling the truth. In order to use this ability, he must make a Sense Motive check with a bonus equal to his class level. The DC of this check is equal to 15 + the Wisdom bonus of the subject. If the warding eye succeeds, he can discern whether or not that individual is lying to him. He does not have to be able to understand the language being spoken to sense of truth or falsehood of a statement, but he must be able to hear and see the speaker. If the warding eye fails the check, no information is gained. The warding eye may use detect lies a number of times per day equal to his class level.

Second Self (Su): As a free action, a warding eye may select a target ally to be the charge that he is particularly attempting to protect. Once this decision is made, the warding eye cannot change his charge until there is no obvious threat to that charge (normally after a combat encounter ends), or an hour has passed (if the charge has the misfortune to suffer obvious threats for more than an hour). Any other character that has levels in an Order of Vigilance prestige class is also considered a charge of the warding eye.

A warding eye can increase the range of a spell when the target is his charge. At 3rd level, the warding eye can treat spells that normally have a range of personal as if their

range is touch. At 6th level, the warding eye can treat spells that normally have a range of touch as if their range is 15 ft. At 8th level, this increases to 30 ft. In all cases, this extended range is only useable if the target of the warding eye's spell is a charge.

Armored Spellcasting: At 7th level, a warding eye learns how to reduce the penalty caused by wearing armor. He treats the arcane spell failure chance of any armor he wears as if it were 5% lower than normal. At 8th level, he treats the arcane spell failure chance as if were 10% lower. This applies to any arcane spell the warding eye casts, regardless of what class the spell comes from.

WARDING EYE SPELLS

Warding eyes choose their spells from the following list:

1st Level: Arcane mark, comprehend languages, detect chaos/evil/good/law, detect magic, detect poison, protection from chaos/evil/good/law, read magic, remove fear.

2nd Level: Augury, calm emotions, detect thoughts, dispel evil, enthrall, hold person, locate object, shield, silence, zone of truth.

3rd Level: Dispel magic, helping hand, invisibility purge, magic circle against chaos/evil/good/law, remove curse.

4th Level: Beast shape I, detect scrying, dismissal, divination, locate creature, scrying, sending, spell immunity, status, tongues.

A GM adding spells from new sources should be very cautious about adding more spells to the warding eye's spell list. A warding eye gains access to their entire class list automatically, and increasing the spells available can increase the warding eye's power very quickly. A GM may wish to make new divination spells available

to a warding eye, but should remove one existing spell from the class's spell list for every spell added. Spells from expanded sorcerer/wizard spell lists can be added at their normal spell level, while spells designed for other classes should be treated as being one spell level higher.



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