

## Caybun Weer / Dark Knight, The

Male human vigilante 12

LG/LN Medium humanoid

**Init** +4; **Senses** darkvision 60 ft., low-light vision; Perception +20

**Languages** Common, Dwarven, Elven, Gnome

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### DEFENSE

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**AC** 24, touch 18, flat-footed 19 (+5 armor, +2 deflection, +4 Dex, +1 dodge, +1 monk, +1 natural)

**hp** 110 (12 HD)

**Fort** +10, **Ref** +15, **Will** +13

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### OFFENSE

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**Speed** 30 ft. (6 squares)

**Melee** unarmed strike +17/+12 (1d8+12)

**Ranged** chakram +14/+9 (1d8+2)

**Special Attacks** frightening appearance (DC 19), hidden strike +6d8, startling appearance, vigilante talents (lethal grace, pull into the shadows, shadow's sight, silent dispatch, throat jab\*, twisting fear)

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### STATISTICS

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**Abilities** Str 14 (+2), Dex 18 (+4), Con 16 (+3), Int 16 (+3), Wis 14 (+2), Cha 16 (+3)

**Base Atk** +9; **CMB** +11 (+12 with Weapon Finesse, +13 grapple); **CMD** 24

**Feats** Combat Reflexes, Dodge, Improved Unarmed Strike, Mobility, Skill Focus (intimidate<sup>B</sup>, stealth<sup>B</sup>), Spring Attack, Stealthy, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +19, Bluff +18 (+22 with social identity), Climb +18, Diplomacy +18 (+22 with social identity), Disable Device +21, Disguise +20 (+40 with secret identities), Escape Artist +23, Intimidate +25 (+33 with vigilante identity), Perception +20, Sense Motive +11 (+15 with social identity), Sleight of Hand +19 (+20 to conceal light weapons), Stealth +34, Swim +7

**SQ** dual identity, focused study, incredible renown, loyal aid, many guises, social grace (bluff, diplomacy, disguise), traits (hidden hand, omen), vigilante specialization (stalker)

**Combat Gear** smoke pellets (4); **Other Gear** +1 *brawling shadow mithral shirt*, *amulet of mighty fists* +2 (doubles as *amulet of natural armor* +1), *belt of physical might* +2 (dexterity, constitution), *bracer's of falcon's aim*, chakram (highly stylized, 10), caltrops (2), *chirurgeon's kit*, *climber's kit*, *cloak of resistance* +3, deluxe dungeoneering kit, disguise kit, *gloves of swimming and climbing*, grappling hooks (2), *headband of mental prowess* +2 (wisdom, charisma; doubles as a masked cowl), masterwork thieves' tools, *monk's robe* (doubles as *robe of infinite twine*), *pathfinder pouches* (2), *ring of protection* +2, spring-loaded wrist sheathes (2), tender (866gp), *traveler's any-tool*, *utility belt* (as *handy haversack*), vigilante mask

**Encumbrance** light 58 lb., medium 116 lb., heavy 175 lb.; **Weight Carried** 33 lb. (excluding tender)

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### SPECIAL ABILITIES

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**Dual Identity (Ex)** Knowledge checks about one of your identities does not reveal information about the other, unless your true identity has been revealed to the world at large. You can start each day in either of your 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 your 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 you to be in your social identity, but you can use vigilante talents in your social identity. Despite being a single person, your dual nature allows you to have two alignments, one for each of your identities. When in an identity, you are 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, you are only eligible if both of your alignments meet the requirements. Your two alignments cannot be more than one step from each other on a single alignment axis. If you are the target of an effect that would change your alignment, it changes both of your alignments to the new alignment. Any attempts to scry or otherwise locate you work only if you are 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 you were invalid or did not exist.

**Frightening Appearance (Ex)** Whenever you make an attack against a foe that is unaware of your presence you can, as a free action, attempt an Intimidate check to demoralize the target of your attack and any enemies within 10 feet who can see the attack. This check is attempted before the attack roll against the foe is made and resolved. You roll only one Intimidate check and apply the result to all the targets. If the check succeeds against the target of your attack, that foe is also frightened for 1 round, in addition to being shaken as normal, unless the foe succeeds at a Will save (DC = 10 +  $\frac{1}{2}$  your vigilante class level + your Charisma modifier). Once a creature has been the target of this ability (either as the target of the attack or as a nearby creature, regardless of whether or not it was successful), it is immune to your 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.

**Hidden Hand** You gain a +1 trait bonus on Sleight of Hand checks made to conceal light weapons and a +1 trait bonus on attack rolls when making an attack with a light weapon during a surprise round.

**Hidden Strike (Ex)** You gain the ability to deal an extra 6d8 points of precision damage on melee attacks (or ranged attacks from within 30 feet) against foes who are unaware of your presence, who consider you an ally, or who are made flat-footed by startling appearance. You can also deal hidden strike damage to a target that you are flanking or that is denied its Dexterity bonus to AC, but in these cases, the damage dice are reduced to d4s. You can deal hidden strike damage against targets with concealment (but not total concealment). You can apply only one vigilante talent marked with an asterisk (\*) to a given hidden strike, and only when that hidden strike is dealt against a foe that is unaware of your presence (or who considers you an ally), unless otherwise noted.

**Incredible Renown (Ex)** While you are in your social identity, you can spend 1 week gaining renown among the locals of any community of no more than about 25,000 individuals (a large city) or up to two smaller cities of no more than 10,000 individuals each (two small cities). This could be the entire community or a smaller neighborhood in a larger settlement. You must spend at least 4 hours each day socializing and making contacts. After spending 1 week doing this, whenever you are in your social identity, all NPCs in the community have a starting attitude toward you that is one category better, as long as each person's initial attitude would have at least been indifferent. While you gain renown in an area using your social identity, you also spread rumors and tales about your vigilante identity. Once you have gained renown in a community, you gain a +8 circumstance bonus on Intimidate checks whenever you are in your vigilante identity. This bonus applies only while you are near the community in which you have gained renown; you must be within a number of miles equal to your vigilante level. You can hold renown in a limited number of communities (normally one, with other social talents allowing two). If you gain renown in a new community, you must decide which one of your previous communities to lose. These effects are subject to GM approval.

**Lethal Grace (Ex)** You gain Weapon Finesse as a bonus feat. When using Weapon Finesse to make a melee attack using your Dexterity bonus on attack rolls and your Strength bonus on damage rolls, you also add half your vigilante level on damage rolls. This bonus damage is not reduced or increased if you are wielding a weapon two-handed or in an off-hand.

**Loyal Aid (Ex)** You gain the service of a number of loyal allies who can help you gather information, cover for your two identities, or perform minor tasks. Inside your area of renown, you gain a bonus on Diplomacy checks to gather information equal to half your vigilante level. In addition, if you want, you can task your friends to help cover for you by spreading false tales of your location and activities to others. This has the effect of increasing the DC of Diplomacy checks to gather information about you and Survival checks to track you by an amount equal to your level. This lasts for 1 day, and can be used only once per week. Finally, once per day, you can ask your allies to perform a minor task for you. This usually involves delivering a message, purchasing a piece of mundane gear worth 100gp or less (which the you

must pay for), or retrieving an object owned by you (that would be easily accessible by the ally). This task might take other forms as well, subject to GM discretion, but can never involve combat or danger.

**Many Guises (Ex)** You can take on any number of mundane guises. Whenever you change your identity, you have a third option (instead of social or vigilante): you can become mundane. The mundane identity is not a specific individual. Each one is created at the moment it is assumed, and quickly forgotten as soon as it is removed. While in a mundane identity, you do not gain the benefit of either your social or vigilante identity, but instead appear as a member of your race, usually a common laborer, farmer, or peasant of any gender. Your alignment is treated as neutral when you are in your mundane identity. While in this identity, you receive a +20 circumstance bonus on Disguise checks to appear like an ordinary member of your race. Spells and abilities that are looking for you in either of your other identities fail while you are in your mundane identity. You must build the appearance for this identity using whatever clothing and tools you have at your disposal. While you can use magic (such as a *hat of disguise*), your mundane identity can never be anything other than an ordinary member of a society or large group (subject to GM discretion).

**Omen** You gain a +1 trait bonus on Intimidate checks, and Intimidate is always a class skill for you. Once per day, you may attempt to demoralize an opponent as a swift action.

**Pull into the Shadows (Ex)** As a full-round action, you can move up to your speed toward an opponent who is unaware of your presence (or who considers you an ally) and make a single attack against that opponent. If the attack hits, you can attempt a drag combat maneuver against that enemy with a +4 bonus and without provoking an attack of opportunity. If the drag succeeds, you don't need to have enough movement remaining to move with the enemy. You can't use this ability on a true ally or a willing target.

**Seamless Guise (Ex)** You know how to behave in a way that appears perfectly proper and normal for your current identity. Should anyone suspect you of being anything other than what you appear to be while either in your social or vigilante identity, you can attempt a Disguise check with a +20 circumstance bonus to appear as your current identity, and not as your other identity.

**Shadow's Sight (Ex)** You gain low-light vision and darkvision 60 ft. If you already have darkvision, its range increases by 30 ft.

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

**Social Grace (Ex)** Whenever you are in your social identity, you receive a +4 circumstance bonus on checks with the above-mentioned skills.

**Startling Appearance (Ex)** Whenever you attempt an attack against a foe that is completely unaware of your presence, the foe is treated as flat-footed for the rest of your turn (uncanny dodge or a similar ability prevents this effect unless you are at least 4 levels higher than the foe with uncanny dodge). The foe also takes a –4 penalty on attacks made against you until the start of your next turn.

**Throat Jab\* (Ex)** Your hidden strike jabs your opponent in the throat, preventing that opponent from speaking until your next turn. (If you use this ability on the surprise round, it lasts until the end of your first full turn after the surprise round.) This prevents the target from calling out for help, using spells with verbal components, or doing anything else that requires speaking. The target cannot be affected by your throat jab again for 24 hours.



**Twisting Fear (Ex)** Whenever you cause an opponent to gain the shaken, frightened, or panicked condition, that opponent takes an amount of nonlethal damage equal to your reduced hidden strike damage, as the stress wears upon its body. A creature can't take damage from twisting fear more than once per round. Panicked creatures that take damage from twisting fear are too winded even to scream as they flee in terror.

**Unshakable (Ex)** You add your vigilante levels to the DC of any attempts to Intimidate you.