

Court Vigilante Prestige Class

A polite smile. A charming anecdote. A smooth, delicate blade between your ribs. The court vigilante understands that power can always be fought, shaped, or resisted, but never on its terms. Equally versed in court politics and swift combat, the court vigilante knows that there is no better place to hide than in plain sight. Kings? Kings are tomorrow's pike adornments. Whether you're fomenting revolution or quashing a civil war, the best place to shepherd the world to your preferred version is from the shadows, whispering inspiration to those that might share your goals while quietly removing your more obstinate complications with the edge of your dagger.

Court vigilantes operate at the edges of politics and battle, hiding their intentions even from those who believe to know them best. When diplomacy and obfuscation fail, combat is engaged often at a distance and always from concealment. Crowded ballrooms and plazas make for preferred settings, but if cornered they can strike a telling blow before things get out of hand. While humans and elves might be the most numerous, any race given to being overlooked by others can make a fine court vigilante.

Hit Die: d6

Requirements

Alignment: Any non-Lawful

Race: Any

Base Attack Bonus: +5

Skills: Diplomacy 8 ranks, Bluff 8 ranks, Knowledge (local) 3 ranks, Knowledge (nobility and royalty) 3 ranks

Feats: Weapon Focus

Special: Sneak Attack (or equivalent ability) +2d6

Class Skills

The court vigilante's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Bluff (Cha), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (nobility and royalty) (Int), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex), Use Magic Device (Cha), Use Rope (Dex)

Skill points at Each Level: 8 + Int

Class Features

Weapon and Armor Proficiency: Court vigilantes gain no proficiency with any weapons nor armor. **Social Chameleon (Ex):** At 1st level a court vigilante gains a +2 bonus to all Bluff, Diplomacy, and Intimidate checks. At 7th level this ability grants an additional +2 bonus to Bluff, Diplomacy and Intimidate.

Precise Strike (Ex): At 2nd level a court vigilante gains the ability to strike precisely with a weapon they have the Weapon Focus feat for, gaining an extra 1d6 damage added to her normal damage roll. A precise strike only works against living creatures with discernible anatomies. Any creature that is immune to critical hits (including undead, constructs, oozes, plants, and incorporeal creatures) is not vulnerable to a precise strike, and any item or ability that protects a creature from critical hits (such as armor with the fortification special ability) also protects a creature from a precise strike. This ability improves by an additional 1d6 for each three levels after 2nd (5th, 8th, etc.)

Charming Strike (Su): At 8th level, the court vigilante can add their Charisma bonus to her attack roll.

Undetectable Alignment (Su): At 5th level a court vigilante can hide their intentions from all but the strongest diviners. She is constantly under the effect of an *Undetectable Alignment* spell as if cast by someone of her character level.

Improved Critical (Ex): A court vigilante gains the Improved Critical feat with any weapon they have the Weapon Focus feat for even if they would not normally be able to take that feat.

Hide In Plain Sight (urban) (Ex): At 9th level, a court vigilante can use the Hide skill even while being observed so long as they are in an urban area or a space crowded with similar creatures (humanoids for humans and elves, dragons for dragons, etc).

Telling Blow (Ex): A court vigilante smiles up and until they strike the telling blow, made with preparation and care to maximize damage. The critical damage multipliers of all her weapons in which they have taken the weapon focus feat increase by +1. Thus, an arrow that normally deals damage X3 on a critical hit instead does damage X4 in her hands.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1	+0	+0	+2	+2	Social Chameleon
2	+1	+0	+3	+3	Precise Strike +1d6
3	+2	+1	+3	+3	Charming Strike
4	+3	+1	+4	+4	<i>Undetectable Alignment</i>
5	+3	+1	+4	+4	Precise Strike +2d6
6	+4	+2	+5	+5	Improved Critical
7	+5	+2	+5	+5	Improved Social Chameleon
8	+6	+2	+6	+6	Precise Strike +3d6
9	+6	+3	+6	+6	Hide In Plain Sight (urban)
10	+7	+3	+7	+7	Precise Strike +4d6, Telling Blow