

# The Dauntguard



# The Vauntguard

Written and Designed by  
Adam Meyers &  
Isaac Ellsworth

Editing and Layout by Rachel Meyers

Cover Artwork by Jacob Blackmon

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# The Vauntguard

*“Most people don’t pay enough attention to mundane objects. Take your drink, for example; if you were to really pay attention, you would taste the years of dedication that brewer put into learning his craft. You would also taste the poison I slipped into your mug while you weren’t looking.*

*And now, my friend, shall we discuss your master’s location?”*

Like the paladin, cleric, or inquisitor, the vauntguard is a soldier in the service of a higher cause. Unlike the aforementioned, however, it is usually a government, organization, or a personal sense of justice that he serves, rather than a god or church. A vauntguard is a troubleshooter, using his expertise to root out enemies, uncover plots, and enact missions of the highest delicacy. In a dangerous world, it is his job to be the first line of defence, to go where no one else will, and to stop threats before they start. While some vauntguards may work independent from an employer as contract bounty hunters, thief catchers, or spies for hire, the common thread that binds all vauntguards is their dedication, and their uncanny ability to overcome any obstacle, no matter what the situation.

## The Vauntguard

**Role:** Vauntguards are specialists, traveling from place to place as they work to neutralize threats, ferret out information, and eliminate enemies. Because Vauntguards spend so much of their time undercover or in extreme situations, they

are tactical fighters who use whatever they can find around them to protect themselves and overcome obstacles. Some Vauntguards may work alone, but many travel in teams with other adventurers and experts, sometimes to mask their identities as vauntguards, and other times simply because they know a good team helps ensure success.

**Alignment:** Any.

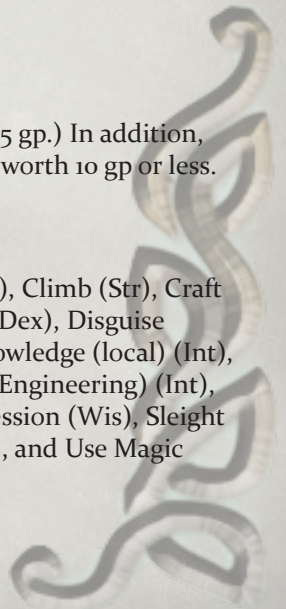
**Hit Die:** d10

**Starting Wealth:** 5d6 × 10 gp (average 175 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

### Class Skills

The Vauntguard’s class skills are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Knowledge (engineering) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

**Skill Ranks per Level:** 6 + Int modifier.





Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Vauntguard Traps, Force of Personality
2nd	+2	+3	+3	+0	Skillful Infiltrator, Trapfinding, Aptitude
3rd	+3	+3	+3	+1	Improvised Equipment, Versatile Improvisation
4th	+4	+4	+4	+1	Uncanny Dodge, Improv Everything, Aptitude
5th	+5	+4	+4	+1	Weaponized Traps, True Devotion
6th	+6/+1	+5	+5	+2	Aptitude
7th	+7/+2	+5	+5	+2	Awareness
8th	+8/+3	+6	+6	+2	Improved Uncanny Dodge, Aptitude
9th	+9/+4	+6	+6	+3	Fast Traps
10th	+10/+5	+7	+7	+3	Evasion, Aptitude
11th	+11/+6/+1	+7	+7	+3	Stalwart
12th	+12/+7/+2	+8	+8	+4	Aptitude
13th	+13/+8/+3	+8	+8	+4	Expert Traps
14th	+14/+9/+4	+9	+9	+4	Aptitude
15th	+15/+10/+5	+9	+9	+5	Resiliency
16th	+16/+11/+6/+1	+10	+10	+5	Improved Evasion, Aptitude
17th	+17/+12/+7/+2	+10	+10	+5	Peerless Trapper
18th	+18/+13/+8/+3	+11	+11	+6	Aptitude
19th	+19/+14/+9/+4	+11	+11	+6	Survivor
20th	+20/+15/+10/+5	+12	+12	+6	Operative, Aptitude

**Weapon and Armor Proficiencies:** A vauntguard is proficient with all simple and martial weapons, as well as whips, hand crossbows, light armor, medium armor, and shields, (but not tower shields).

**Force of Personality (Ex):** Vauntguards are known for their ability to get the job done, no matter what. Where others fail, a vauntguard's uncanny luck, force of personality, and grim determination see him through the trickiest of situations.

Vauntguards gain a number of abilities at 1st level, and may gain more through taking appropriate aptitudes. A vauntguard may use any combination of his Force of Personality abilities a total number of times per day equal to his Charisma modifier (minimum: 1). Force of Personality abilities are activated as a swift action, unless stated otherwise.

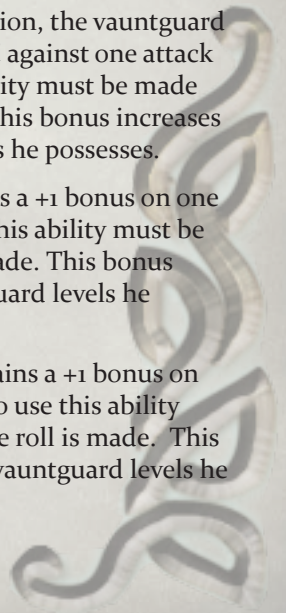
**Resistant:** As an immediate action, the vauntguard may gain a +1 bonus on one saving throw. The decision to add this bonus must be made before the

saving throw is rolled. This bonus increases by 1 for every 3 vauntguard levels he possesses.

**Defensive:** As an immediate action, the vauntguard gains a +1 dodge bonus to his AC against one attack roll. The decision to use this ability must be made before the attack roll is made. This bonus increases by 1 for every 3 vauntguard levels he possesses.

**Offensive:** The vauntguard gains a +1 bonus on one attack roll. The decision to use this ability must be made before the attack roll is made. This bonus increases by 1 for every 3 vauntguard levels he possesses.

**Destructive:** The vauntguard gains a +1 bonus on one damage roll. The decision to use this ability must be made before the damage roll is made. This bonus increases by 1 for every 2 vauntguard levels he possesses.





**Resilient:** As an immediate action, the vauntguard gains 1/- Damage Reduction against one damage roll. The decision to use this ability must be made before the damage roll is made. This Damage Reduction increases by 1 for every 2 vauntguard levels he possesses.

**Vauntguard Traps (Ex or Su):** Vauntguard's are masters of using their environments and whatever they can find to overcome obstacles. As such, all vauntguards have the ability to create vauntguard traps. All vauntguard traps fill a single 5-foot square, have a location trigger with no reset, and have a Perception DC to find them and a Disable Device to disarm them equal to 10 + half the vauntguard's level + the vauntguard's Int modifier. Vauntguard traps are constructed from basic odds and ends, including bits of twine, small blades, a tree branch, and some specialized magic, and as such the cost to create a vauntguard trap is considered negligible.

Vauntguard traps come in two varieties: simple and supernatural. A vauntguard may create as many simple traps in a day as he desires. A simple trap is created in an adjacent square as a full-round action, and lasts for one day per level or until triggered, whichever comes first.

A simple trap makes either activates an included item, or makes an attack roll (with a +5 bonus,) or a trip combat maneuver check (with a CMB of 5,) against the first creature to step into the square. If making an attack roll, the trap must contain the weapon to be used in the attack (alchemist's fire, a dagger, etc.) Splash damage if any is calculated as normal, and any enhancement bonuses or other properties on the included weapon are calculated as normal. Only light weapons may be used in a simple trap. If an improvised weapon is used for an attack (a rock, a sharpened stick, etc.) the trap deals 1d3 damage.

If used to activate an object, the object in question must also be included. This item could be an alchemical item (flash powder, itching powder, or contact/inhaled poison), an alarm (bells or pans to make sound when triggered, as the audible version of the alarm spell,) a mundane item (powder to outline an invisible creature,) an appropriate magic item (triggering a wasp's nest of swarming) or the trap could be made to interact with a simple object, such as opening or closing a door, opening a container holding a snake, lighting a sunrod, etc.

Along with his simple traps, a vauntguard may also create a number of supernatural traps in a day equal to half his vauntguard level + his Intelligence modifier (minimum: 1.) These traps are created via specialized magic and as such require no materials. This ability does not cause the vauntguard to count as a spellcaster for any reason. These traps may be created as a full-round action in an adjacent square, but unlike simple traps, these traps may also be created beforehand and carried like any other piece of equipment. Setting a pre-constructed supernatural trap in an adjacent square is a standard action. If a supernatural trap requires a saving throw, the save DC is equal to 10 + half the vauntguard's level + the vauntguard's Int modifier. supernatural traps last for 1 hour per level, counting from the time they are created rather than when they are set in a square.

**(Designer's Note:** Vauntguard traps are similar to, yet ultimately different from, the Ranger traps presented in Ultimate Magic, and as such should be treated as a completely separate mechanic. If a vauntguard also has knowledge of ranger traps, either from feats, ranger levels, or ranks in Craft (traps) via the rules presented in the book Rogue Glory, he cannot use these other traps with his vauntguard class abilities. However, a vauntguard may still find investing in Craft (Traps) to be a worthwhile pursuit, as mastering so many different types of traps makes him prepared for any situation, and gives him lots of options when setting surprises for his enemies.)

A Vauntguard may create any of the following supernatural traps. More traps may become available to him through taking certain aptitudes.

**Blast Trap (Su):** Choose either fire, acid, cold, or electricity damage. This trap deals 1d6 points of damage of the specified type to the triggering creature, plus an additional 1d6 damage at every odd level beyond the first, to a maximum of 10d6 at 19th level (Reflex save for half.)

**Snare Trap:** The triggering creature must succeed at a Reflex save, or be stuck in place. They cannot move from that spot until they either destroy the trap with a slashing weapon (hp equals half your vaunt-





guard level,) or succeed at an Escape Artist check or Strength check (DC equal to the trap's DC.)

**Debilitating Trap (Su):** This trap sends convulsions of pain through the triggering creature, who must succeed at a Fortitude save or be sickened for 1 minute.

**Skillful Infiltrator (Ex):** At 2nd level, a vauntguard adds half his class level as a morale bonus to his Disguise checks, Bluff checks to convince others of the truthfulness of his words, and Diplomacy checks made to gather information.

**Trapfinding (Ex):** At 2nd level, a vauntguard adds 1/2 his level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A vauntguard can use Disable Device to disarm magic traps.

**Aptitude:** Every vauntguard possesses a unique assortment of tricks, skills, and knacks to help them in their work. At every even level, a vauntguard gains an aptitude to reflect this growing assortment of specializations, chosen from the list below. Aptitudes marked with an asterisk \* represent new supernatural traps the vauntguard may create with his vauntguard traps ability.

**Advanced Sensory Trap\*:** (Requires Sensory Trap) This trap must be added to a sensory trap, and cannot be created on its own. This trap now lasts for 1 hour per level, and grants you the benefits of a see invisibility spell when looking through your sensory trap. You must be level 10 to select this aptitude.

**Alchemical Expert:** Whenever you use an alchemical item, either yourself or as part of a simple trap, increase the save DC of the item by your Int modifier.

**Blinding/Deafening Trap\*:** You may create a supernatural trap that either blinds or deafens the triggering creature for 1 round per level. A successful Fortitude save negates this effect.

**Calm:** You may use your Force of Personality to take 10 on a skill check that you otherwise would not be able to due to stress or distractions.

**Cursed Trap\*:** You may create a supernatural trap that bestows a curse on the triggering target. If they fail a Will save, they are afflicted with a curse for a number of rounds equal to your vauntguard level. The trap can either grant a -4 to a single attribute, a -2 to all attack rolls, ability checks, skill checks, and saving throws, or give the triggering creature a 25% of taking no action each round. The vauntguard must choose the effect bestowed by the curse when the trap is created. The vauntguard may invent his own curse effect when creating this trap, but any custom curse is subject to GM approval, and should not be more powerful than the examples already given.

**Deadly Poison Trap\*:** (Requires Poison Trap) This supernatural trap must be combined with a poison trap, and cannot be used on its own. Choose 2 attributes. The poison now deals 1d4 damage to both attributes, instead of only 1d3 to Constitution. You must be level 10 to select this aptitude.

**Entanglement Trap\*:** This supernatural trap must be added to a snare trap, and cannot be created by itself. If the triggering creature fails its Reflex save, it is also entangled. Even if the save is successful, the creature can only move at half speed for 2d4 rounds, or until it spends a full-round action untying itself.

**Equipment Trick:** You gain an equipment trick feat of your choice.

**Expert Sensory Trap\*:** (Requires Sensory Trap and Advanced Sensory Trap) This trap must be added to a sensory and advanced sensory trap, and cannot be created on its own. This trap now grants you the benefits of a true seeing spell when looking through your sensory trap. You must be level 14 to select this aptitude.

**Exploding Trap\*:** This trap must be added to a blast trap, and cannot be created on its own. When the trap is triggered, all creatures within 5 feet of the triggering square also take damage as if they had triggered the blast trap (Reflex for half.) You must be level 10 to select this aptitude.

**Exquisite Traps:** Whenever you create a simple trap, the trap's to-hit or CMB modifier is increased by 1/2 your vauntguard level.

**Familiar:** You gain a familiar, as the wizard class feature, using your vauntguard level -4 as your effective wizard level. You must be level 6 to select this Aptitude.

**Focus:** As an immediate action, you may use your Force of Personality to reroll one attack roll, damage roll, critical confirmation roll, combat maneuver roll, or saving throw. You must take the second roll, even if it is worse. You must be level 6 to select this aptitude.

**Grease Trap (Su)\*:** The triggering creature must succeed at a Reflex save, or fall prone.

**Greater Cursed Trap\*:** (Requires Cursed Trap) This trap must be added to a cursed trap, and cannot be created on its own. The curse bestowed by the trap becomes more potent, and may either grant a -6 to a single attribute, a -4 to all attack rolls, ability checks, skill checks and saving throws, or give the triggering creature a 50% chance of taking no action each round. The vauntguard may invent his own curse ef-





fect when creating this trap, but any custom curse is subject to GM approval, and should not be more powerful than the examples already given. You must be level 10 to select this aptitude.

**Hearty:** You may use your Force of Personality to halve the damage caused by hustling and forced marching for 1 hour per vauntguard level. In addition, you ignore any fatigue caused by such travel for this duration. Once this effect ends, if you still have any nonlethal damage caused by the hustling or forced march, you become fatigued, or exhausted if already fatigued.

**Homing Trap\*:** You may create a supernatural trap that marks the triggering creature, granting you a supernatural connection to the triggering creature. You gain a +2 insight bonus to your weapon to hit rolls and damage rolls, and always know the general direction to the target so long as it is on the same plane as you. This effect lasts for 24 hours.

**Improved Homing Trap\*:** This trap must be added to a homing trap, and cannot be created on its own. Your insight bonus to weapon attack and damage rolls increases to 4, and you know both the direction and distance to the triggering creature so long as it is on the same plane as you. If it is no longer on the same plane as you, you know which plane it is on. You must be level 10 to select this aptitude.

**Leadership:** As a standard action, you may use your Force of Personality to bolster all allies within 30 ft who can see and hear you. For a number of rounds equal to your class level, these allies gain a +2 morale bonus on attack rolls, saves, and skill checks. You must be level 6 to select this aptitude.

**Lingering Trap\*:** This trap must be added to a blast trap, and cannot be created on its own. If a creature takes damage from the blast trap, they also take an



additional 1d6 damage of the trap's damage type for the next 1d4 rounds. You must be level 10 to select this aptitude.

**Master Poison Trap\*:** (Requires Poison Trap and Deadly Poison Trap) This supernatural trap must be combined with a poison trap and deadly poison trap, and cannot be used on its own. The trap now either deals 1d6 damage to 2 attributes, or 1d4 damage to 3 attributes, as decided upon its creation. You must be level 14 to select this aptitude.

**Manipulate Traps (Su):** The vauntguard may, as an immediate action, activate one of his supernatural vauntguard traps, as if a creature had triggered it. He must be within 60 ft of the trap to activate it. He may also, as an immediate action, keep one of his supernatural vauntguard traps from activating when a creature triggers the trap. Finally, when he creates a trap, he may decide to make that trap have no trigger, in which case it can only be activated may create a trap that does not have a trigger, and as such must be activated by the vauntguard with this ability.

**Master Traps:** (Requires Superior Traps) Increase the Perception DC, Disable Device DC, and any save DCs for both your simple and supernatural traps by 1. This stacks with the bonus granted by Superior Traps.

**Nauseating Trap\*:** This trap must be added to a debilitating trap, and cannot be created on its own. If the triggering creature fails its Fortitude save, it is nauseated for 1 round per vauntguard level. If it succeeds at its save, it is still sickened for 1d4 rounds. You must be level 10 to select this aptitude.

**Pit Trap\*:** You may create a supernatural trap that opens an extra-dimensional space in the square the trap is placed. The pit is 5 feet deep for every 2 vauntguard levels you possess, and lasts for 1 round per level. If the triggering creature (and any other creature who steps into the square while the trap is active) fails a Reflex save, it falls in, taking falling damage as normal. The sides of the pit require a climb check equal to the trap's DC to scale. When the effect ends, creatures within the hole rise up with



the bottom of the pit until they are standing on the surface over the course of a single round.

**Poison Trap\*:** You may create a supernatural trap that poisons the triggering creature. If the creature fails its Fortitude save, it suffers 1d3 Constitution damage. The poison lasts for 6 rounds, dealing an additional 1d3 Constitution damage per round. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction.

**Poison Use (Ex):** You no longer risk poisoning yourself when applying poison to a weapon.

**Rogue-Like:** Gain one rogue talent of your choice for which you meet the prerequisites.

**Quicken:** You may use your Force of Personality to make an additional move action this turn.

**Rising Trap\*:** This supernatural trap must be combined with a snare trap, and cannot be used on its own. If the triggering creature fails its Reflex save, the snare also lifts them into the air, usually upside down. The trap raises them 5 feet in the air for every 2 vauntguard levels the creator possesses. You must be level 10 to select this aptitude.

**Safeguard:** As an immediate action, you may use your Force of Personality to force one target to reroll one attack roll, damage roll, critical confirmation roll, or combat maneuver check made against you. They must take the second roll, even if it is worse. You must be level 6 to select this aptitude.

**Sensory Trap\*:** You may create a supernatural trap that allows you to see and hear from the trap's location as if you were standing in the trap's square. This trap lasts for 10 minutes per vauntguard level, and does not trigger nor have any effect on any creature that steps in its square. A vauntguard may only have one sensory trap active at a time.

**Skill Focus:** You gain the Skill Focus feat in a skill of your choice.

**Sleet Trap\*:** You may create a supernatural trap that creates a 20-foot-radius burst of sleet, similar to a sleet storm spell. The driving sleet lasts for 1 round, but the icy ground persists for 1 round per vauntguard level. You must be level 6 to select this aptitude.

**Spiked Pit Trap\*:** (Requires Pit Trap) This trap must be added to a pit trap, and cannot be created on its own. The pit walls and floor of the pit trap become lined with spikes, dealing an extra 2d6 damage to any creature that falls in, and 1d6 damage per round to any creature attempting to climb out. The pit also now covers a 10 by 10 area, instead of a 5 by 5 area. Any creature that steps into the 10 by 10 area selected

triggers the trap. You must be level 10 to select this aptitude.

**Stunning Trap\*:** You may create a supernatural trap that stuns the triggering creature for 1 round. A successful Fortitude save negates this effect.

**Superior Traps:** Increase the Perception DC, Disable Device DC, and any save DCs for both your simple and supernatural traps by 1.

**Swarm Trap\*:** You may create a supernatural trap that summons a bat swarm, rat swarm, or spider swarm, similarly to using a summon monster spell. This swarm attacks the triggering creature until it dies, after which it moves on to whatever creature is closest. The swarm remains for 1 round per vauntguard level before disappearing.

**Versatile Blast (Su):** When creating a blast trap, add sonic and force to your possible damage types.





**Improvised Equipment (Ex):** At 3rd level, a vauntguard gains the Catch Off-Guard and Throw Anything feats. He also gains the ability to use improvised shields without penalty. Certain items make better shields than others, (a chair, serving tray, or large book could make an improvised shield, but a sandwich wouldn't be effective,) with the GM making the final decision as to what may or may not be used.

**Versatile Improvisation (Ex):** At 3rd level the vauntguard may, as a swift action, change the damage type of an improvised weapon to bludgeoning, piercing, or slashing damage.

**Uncanny Dodge (Ex):** Starting at 4th level, a vauntguard can react to danger before his senses would normally allow him to do so. CHe cannot be caught flat-footed, nor does he lose his Dex bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A vauntguard with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

If a vauntguard already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

**Improv Everything (Ex):** At 4th level, a vauntguard decreases the penalty he suffers from using improvised equipment (such as using a shirt as a bandage, or a crowbar as a grappling hook) and for using weapons he is not proficient in by 1. The penalty decreases by 1 again at 9th level, and again for every 5 levels thereafter. The penalty for using improvised equipment and unproficient weapons cannot drop below 0. The GM has the final word as to what may be used as improvised equipment, as certain items just wouldn't make sense in certain situations (such as using a mop head as a wig, or using a spool of thread as a climbing rope.)

**Weaponized Traps (Su):** At 5th level, a vauntguard may affix a supernatural trap to a melee weapon, arrow, crossbow bolt, thrown weapon, or even an unarmed strike or touch attack, allowing him to either set the trap remotely (by throwing or firing the trap into another square,) or to use it as part of a direct attack against a creature. Attaching a trap to a weapon is done as part of the full-round action needed to create a new trap. Attaching a ready-made trap to a weapon or projectile is a standard action.

If the trap is set remotely through this method, the trap is treated as if the vauntguard had set the trap in the targeted square, except the DCs are all 5 lower than normal. If a trapped weapon is used in a direct attack on a creature, the target takes damage from the attack and is treated as if it had also triggered the trap (saving throw applies, if any).

Once a trap has been attached to a weapon, it is considered active and cannot be put away or set down without the trap triggering. Damage and effects from a trap are not multiplied on a critical hit.

**True Devotion (Ex):** At 5th level, a vauntguard adds his Charisma bonus to his Will saves.

**Awareness (Ex):** At 7th level, a vauntguard can always act in a surprise round, although he is still considered flat-footed until he acts. He also adds his Charisma modifier (if positive) to his Initiative checks, as well as his Dexterity modifier.

**Improved Uncanny Dodge (Ex):** A vauntguard of 8th level or higher can no longer be flanked.

This defense denies a rogue the ability to sneak attack the character by flanking him, unless the attacker has at least four more rogue levels than the target has vauntguard levels.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

**Fast Traps (Su):** At 9th level, a vauntguard may attach a previously-created supernatural trap to a weapon or set a previously-constructed supernatural trap in an adjacent square as a move action instead of a standard action.

In addition, when spending a full-round action to create a trap, the vauntguard may combine 2 traps into one, causing the triggering creature to suffer the effects, or make any appropriate saves, for both. The vauntguard must pay the cost for both traps from his total traps per day at the time of the trap's creation. When combining traps in this manner, a trap may not be added to itself (for example, two blast traps, even of different damage types, may not be combined.)

**Evasion (Ex):** At 10th level and higher, a vauntguard can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the vauntguard is wearing medium, light, or no armor. A helpless vauntguard does not gain the benefit of evasion.

**Stalwart (Ex):** At 11th level, a vauntguard can use mental and physical resiliency to avoid certain attacks. If he makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, he instead avoids the effect entirely. This ability can only be used if the vauntguard is wearing light armor, medium armor, or no armor. A helpless vauntguard does not gain the benefit of the stalwart ability.

**Expert Traps (Ex):** At 13th level, a vauntguard may attach a previously-created supernatural trap to a weapon or place a previously-created supernatural trap in an adjacent square as a swift action instead of a move action. In addition, when spending a full-round action to create a trap, a vauntguard may combine up to 3 traps instead of 2, although he still spends the cost for each.

**Resiliency (Ex):** Once per day starting at 15th level, a vauntguard can gain a number of temporary hit points equal to his vauntguard level. Activating this ability is an immediate action that can only be performed when he is brought to below 0 hit points. This ability can be used to prevent him



from dying. These temporary hit points last for 1 minute. If the vauntguard's hit points drop below 0 due to the loss of these temporary hit points, he falls unconscious and is dying as normal.

**Improved Evasion (Ex):** At 16th level, a vauntguard's evasion improves. This ability works like evasion, except that while the vauntguard still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless vauntguard does not gain the benefit of improved evasion.

**Master Trapper (Ex or Su):** At 17th level, a vauntguard adds a +2 bonus to the DCs, to-hit rolls, combat maneuver checks, and damage rolls of all his simple and supernatural traps. He also increases the number of traps he can make in a day by 2.

**Survivor (Ex):** At 19th level, whenever the vauntguard is reduced to 0 hp or below and activates his Resiliency class ability, his HP is raised to 1 before the temporary hit points are added.

**Operative:** At 20th level, a vauntguard's skill and ability have reached unparalleled heights. The vauntguard gains 3 more uses of Force of Personality per day.

## New Feats

**Extra Aptitude:** Requires aptitude class feature.

Gain an additional aptitude for which you qualify. You may select this feat multiple times. Each time it is chosen, gain an additional aptitude.

**Extra Traps:** Requires vauntguard traps class feature.

Increase the total number of supernatural traps you may create in a day by 2. You may select this feat multiple times. The effects stack.

**Determination:** Requires force of personality class feature.

Increase your total number of uses per day of Force of Personality by 1. You may select this feat multiple times. The effects stack.

## New Mundane Items

**Trap Paper:** This specially-created alchemical paper is designed to hold a supernatural vauntguard trap. When this paper is folded or bound in a book and a trap is placed inside, the next creature to open or unfold the paper is affected by the trap. When a trap is placed inside the paper, it in all ways is treated the same as if it had been set up in a square, as far as range of the trap, time it remains effective, etc.

**Cost** 5 gp per sheet. **Craft DC** 24

**Trap Pellet:** Like the trap paper, this pellet is alchemically treated to contain magic, and as such can hold an active supernatural vauntguard trap. When the pellet is swallowed, or dissolved in liquid which is then drunk, the creature who consumed the pellet or liquid is affected by the trap. When a trap is placed inside the pellet, it in all ways is treated the same as if it had been set up in a square, as far as range of the trap, time it remains effective, etc.

**Cost** 5 gp per pellet. **Craft DC** 24





## New Magic Items

### *Hat of Throwing*

**Aura** moderate evocation; **CL** 9th;

**Slot** Head; **Weight** 1 lb.; **Price** 32,000 gp

The Throwing Hat appears to be a normal black, round hat. However, the rim is lined with a metal blade, when taken off and thrown, it functions as a +3 returning slashing improvised weapon, with a range increment of 20 ft. The throwing hat may be the focus of feats, such as *Weapon Focus (hat)*.

#### **Construction Requirements**

Craft Weapons and Armor, *telekinesis*; **Cost** 16,000 gp

### *Reaching Rapier*

**Aura** faint necromancy ; **CL** 3rd;

**Slot** None; **Weight** 2 lbs; **Price** 14,000

This decorative +1 rapier has a blade that seems to shift and shimmer, and can stretch and retract a spectral version of itself on the wielder's mental command. Anyone wielding this rapier has their melee range increased by 5 ft.

#### **Construction Requirements**

Craft Weapons and Armor, *spectral hand*; **Cost** 7,000

### *Ring of Truth*

**Aura** moderate divination; **CL** 7th;

**Slot** Ring; **Weight** -; **Price** 56,000

This expensive-looking ring features a large sapphire and many small diamonds. Whenever the wearer focuses and listens to another speak, the ring warms slightly whenever that creature speaks a lie.

#### **Construction Requirements**

Force Ring, *discern lies*; **Cost** 28,000

### *Oil of Seduction*

**Aura** faint enchantment; **CL** 3rd;

**Slot** None; **Weight** -; **Price** 12,000

This transparent oil is a favorite of vauntguards who need to distract another, lull information out of someone, or otherwise work their way into someone's good graces. Any creature touched by this oil is filled with lustful feelings toward the first subject they see (often the one applying it to them.) If they fail a DC 13 Will save, they instantly begin kissing and caressing that creature, helpless to resist. While in this

state, they suffer a -4 penalty to Sense Motive and Perception checks, and are treated as friendly toward the object of their lust. If the creature touched would not normally have lustful feelings toward the first subject they see, they gain a +4 to this Will save.

If a large drop of oil is placed on the target, then the effect lasts for one hour or until the oil is washed off (a full-round action.) If the oil is only touched lightly by the subject for a brief second, the effect only lasts for 1 round. As such, many using this oil will apply it to fake lip coverings, keeping themselves free of the oil but applying it to any creature they kiss. If a subject fails their saving throw against the oil contained in the kiss, it becomes easy to pour a small dab of oil on the affected creature the next round, keeping it spellbound for the full hour.

#### **Construction Requirements**

Craft Wondrous Item, *Unnatural Lust*; **Cost** 6,000

### *Eyepiece of Weaknesses*

**Aura** moderate divination; **CL** 5th;

**Slot** Headband; **Weight** 1 lb.; **Price** 18,000

This small glass is attached to a leather headband, holding it over one of the wearer's eyes. Three times per day, the wearer may study a creature as a standard action, granting him insights into that creature's weaknesses. For 5 minutes after studying a target, if ever the wearer scores a critical hit against that creature, he may roll the attack's damage dice (but not extra or precision damage dice) twice and take the highest result.

#### **Construction Requirements**

Craft Wondrous Item, *Locate Weakness*; **Cost** 9,000

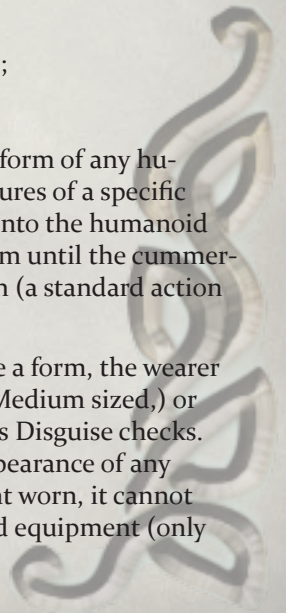
### *Cummerbund of Bodily Transformation*

**Aura** none (faint transmutation); **CL** 3rd;

**Slot** Belt; **Weight** 1 lb.; **Price** 36,000

This belt allows its wearer to assume the form of any humanoid it chooses, even copying the features of a specific creature. The wearer physically changes into the humanoid sub-type chosen, and remains in that form until the cummerbund is removed, or a new form is chosen (a standard action to make the change.)

While using this cummerbund to assume a form, the wearer gains a +2 size bonus to his Strength (if Medium sized,) or Dexterity (if Small sized.) and a +10 to his Disguise checks. While the cummerbund can alter the appearance of any clothing, armor, weapons, and equipment worn, it cannot actually change the shape of worn or held equipment (only





## Minor Artifacts

the body of the wearer,) and as such, touch and sound may still lead one to discover the hidden equipment.

Despite its magical nature, this item does not display a magic aura, such as via a detect magic spell, to help its wearer avoid detection.

### Costruction Requirements

Craft Wondrous Item, *magic aura, alter self, disguise self*;  
Cost 18,000

### Golden Crossbow

**Aura** strong evocation; **CL** 20th; **Slot** none; **Weight** 2 lb.

While no one knows where this weapon came from before it turned up in the hands of a legendary assassin, this remarkable weapon has been sought after for centuries by those who require precision or stealth in combat.

The golden crossbow is a +6 hand crossbow with the bane special feature. Unlike other bane weapons, however, the wielder may change the weapon's designated foe to whatever he wishes as a swift action. The weapon also does not require ammo; when a shot is fired, another is automatically created and loaded into the crossbow as a free action.

### Destruction

The golden crossbow shatters if it goes a millenium without being used to kill anything.

### Headband of Unparalleled Insight

**Aura** strong divination; **CL** 20th; **Slot** headband; **Weight** 1 lb.

The headband of unparalleled insight grants its wearer an uncanny ability to understand the workings of the world around him. The working of machines, the lay of the land, the laws of physics; all become child's play to anyone wearing this artifact. The wearer gains a +10 insight bonus to all knowledge checks, may take 10 on any knowledge check, and can make knowledge checks untrained.

In addition, the wearer adds +2 to all DCs, to-hit rolls, and CMB rolls of his vauntguard traps, both simple and supernatural. Whenever he uses im-





provided equipment or an improvised weapon, he treats the equipment as if it were of masterwork quality.

Finally, the wearer of this headband gains the ability to create improvised equipment at blinding speeds, and at staggering implications. Using alchemist's fire and a cylinder to fire something into the air, lashing together a working wagon out of a junkyard of parts, building a catapult out of a leather belt and a tree; the only limits are the wearer's imagination and the GM's permission. Creating most objects takes 10 minutes, with huge objects taking up to an hour, and even larger items taking as much as a day.

#### **Destruction**

If the Headband of Unparalleled Insight is worn by a man with over 30 Intelligence who is subsequently reduced to 0 Intelligence via magic or effects, the headband turns brown and loses its power forever.

of contacts and handlers, both to provide information to the vauntguard, and to report to the vauntguard's leaders as to the progress of his missions.

By necessity, vauntguards often keep their identities a secret, although successful ones may become infamous among their enemies. It is rare to find a vauntguard that would admit his identity to others. However, it is not unheard of, especially in a world of adventurers, for vauntguards to travel with a team of dedicated experts and adventurers who know his identity and work together with him on missions, contracts, and explorations. These adventurers need not be equally loyal to the same organization as the vauntguard, but much like a cleric or paladin, a vauntguard usually only travels with those whose goals and alignments do not run overly counter to his own. Still, a vauntguard of all people knows the value of a good team, and can work well with others, no matter their individual circumstances.

## Vauntguards in the World

In a world filled with evil cultists, dark gods, monstrous abominations and constant warfare, adventurers are a staple part of how civilization continues. However, not every threat can be investigated by outsiders, and sometimes a group of wandering experts isn't around at the right time. At these times, leaders turn to their vauntguards.

The vauntguard rests at the intersection of soldier and spy. They are experts and agents, empowered by a government or special organization, trusted to handle missions of the greatest delicacy. In good societies, the vauntguard is the one who infiltrates the thief's guild and the cultist's den, searching for information and a way to undermine their plots. In evil societies, the vauntguard is the secret police, keeping the populace in check by ferreting out rebels. When a threat arises that cannot be solved by soldiers or wizards, the vauntguard is the logical choice. Often, in matters of greatest importance such as gathering intelligence on rival nations or gaining control of vital artifacts, vauntguards from rival organizations have been known to wage shadow wars for years, each trying to out-perform the others for the glory of their patron state.

While some vauntguards are kept at home (until they are sent off to the location of their next mission,) some wander as adventurers, defending their nations, gathering information on others, and neutralizing threats as they arise. Still others may wander as an adventurer, but with a single goal in mind: hunting down the leader of a powerful cult, or seeking a powerful artifact, for example, both of which could take years to accomplish. These vauntguards often have an entire network





# Sample Characters

## Melinda Rothgen

### DESCRIPTION

Melinda was raised to be a vauntguard by her uncle, an acclaimed spymaster. Her skill with traps and her mastery of stealth and tracking quickly earned her a place among her uncle's vauntguards. However, while skilled in intrigue, she has little patience for it, instead choosing to spend most of her time on the road, gathering information to send to her uncle as she finds it, and earning money as an adventurer and bounty hunter when between missions.



Human Vauntguard 7

LN Medium humanoid (human)

**Init** +5; **Senses** Perception +10

### DEFENSE

**AC** 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

**hp** 43 (7d10)

**Fort** +5, **Ref** +5, **Will** +4

**Defensive Abilities** Uncanny Dodge, True Devotion, Awareness

### OFFENSE

**Speed** 30 ft.

**Melee** dagger +6/+1 (1d4-1/19-20)

**Ranged** +2 *flaming* light crossbow +12/+7 (1d8+2+1d6 fire damage/19-20)

**Special Attacks** Force of Personality 2/day (resistant +3, defensive +3, offensive +3, destructive +4, resilience 4/-,) Simple Traps, Supernatural Traps 9/Day (DC 19, blast trap 4d6, snare trap, debilitating trap), Weaponized Traps, Poison Use

### TACTICS

**Before Combat** Melinda never engages in a fair fight if she can avoid it, and before combat she will hide, but not before setting a few simple or supernatural traps around the combat area if she can. From stealth, she applies poison to her crossbow bolts and waits to ambush her targets, often using her rope of climbing to hide somewhere her enemies can't reach.

**During Combat** Melinda applies blast runes to poisoned crossbow bolts, trying to ambush her enemies and overcome them with

quick, overwhelming force. If her enemies discover her hidden vantage point, she uses her traps and tanglefoot bags to keep them from reaching her. If she is engaged in melee, she will use her tanglefoot bags to glue her enemies to the floor, giving her time to escape.

If reduced to 1/4th her hp, she will attempt to flee. If she cannot flee, she will Bluff her enemies, pretending to beg for her life and offering up false information in exchange for mercy. However, this is a ruse; she would rather die than betray her masters.





## STATISTICS

**Str** 9, **Dex** 16, **Con** 10, **Int** 18, **Wis** 10, **Cha** 14

**Base Atk** +7/+2; **CMB** +6; **CMD** 19

**Feats** Extra Traps, Throw Anything, Catch Off-Guard, Rapid Reload (light crossbow), Extra Aptitude (Poison Use, Versatile Blast, Follow Clues)

**Aptitudes** Alchemical Expert, Superior Traps, Master Traps, Poison Use, Versatile Blast, Rogue-Like (Follow Clues)

**Skills** Bluff +12 (15), Climb +9, Disable Device +13 (16), Disguise +15, Diplomacy +12 (15), Knowledge (Engineering, Local) +14, Perception +10 (13), Stealth +13, Swim +5, Use Magic Device +12,

**Languages** Common, Elvish, Giant, Goblin

**Combat Gear** +2 *flaming* light crossbow, dagger, +2 leather armor, *rope of climbing*, masterwork thieves tools, *potion of cure moderate wounds*, tanglefoot bag (3, DC 19) blue whinnis (4 doses), medium spider venom (4 doses)

## Platon Bleur

### DESCRIPTION

Notoriously bad at keeping his identity a secret, Platon's exploits have become legendary, and most of his enemies have at least heard of the 'Pale Horror,' even if they don't know what he looks like.

Platon prefers infiltration and undercover operations, as his sheer social prowess makes it easy to get people to say what they otherwise wouldn't, even if they do know his identity. This is both a blessing and a curse to his employers, as Platon has learned enough secrets through his work that no one, not even his superiors, know exactly what information he keeps, and what his personal motives for it might be.

Dhampir Vauntguard 13

TN Medium humanoid (dhampir)

**Init** +15; Senses darkvision, low-light vision, Perception +12

### DEFENSE

**AC** 22, touch 17, flat-footed 15 (+7 Dex, +5 armor)

**hp** 77 (13d10)

**Fort** +8, **Ref** +8, **Will** +12

**Special Defence** Undead Resistance, Resist Level Drain, Uncanny Dodge, Improved Uncanny Dodge, True Devotion, Awareness, Evasion, Stalwart

**Special Weaknesses** Light Sensitivity, Negative Energy Affinity

## OFFENSE

**Speed** 30 ft.

**Melee** +4 *keen, agile* rapier +22/+17/+12 (1d6+11/15-20), +2 dagger (1d4+2/19-20) or +4 *keen, agile* rapier +24/+19/+14 (1d6+11/15-20)

**Ranged** light crossbow +20 (1d8/19-20) +2 daggers +22 (1d4+2/19-20)

**Special Attacks** Force of Personality 9/day (resistant +5, defensive +5, offensive +5, destructive +7, resilience 7/-, leadership, quickening, focus, safeguard) Simple Traps, Supernatural Traps 6/Day (DC 16, blast trap 7d6, snare trap, debilitating trap, homing trap, improved homing trap, sensory trap, advanced sensory trap), Weaponized Traps





**Spell-like Abilities** detect undead 3/day

### TACTICS

**Before Combat** Platon is a tactical fighter, usually bringing allies to his fights and preparing advanced homing traps. He prefers to talk his way out of trouble when he can, but if he feels trouble is coming, he will be the first to draw, getting the jump on his enemies whenever possible.

**During Combat** Platon hates drawn-out combats, and will use allies and his force of personality to dominate a combat quickly and decisively whenever he can. He will surrender as soon as he feels he is losing, as his charm usually affords him a chance to escape not long after.

### STATISTICS

**Str** 10, **Dex** 24, **Con** 11, **Int** 10, **Wis** 10, **Cha** 26

**Base Atk** +13/+8/+3; **CMB** +13; **CMD** 27

**Feats** Weapon Finesse, Two-Weapon Fighting, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting, Extra Aptitude (Leadership, Quickening) Determination

**Aptitudes** Homing Trap, Improved Homing Trap, Sensory Trap, Advanced Sensory Trap, Focus, Quickening, Safeguard, Leadership

**Skills** Acrobatics +19, Bluff +20 (26), Diplomacy +24 (30), Disable Device +19 (25), Linguistics +12, Perception +12 (18), Sleight of Hand +21, Stealth +19,

**Languages** Common, Elvish, Dwarven, Gnomish, Goblin, Sylvan, Undercommon, Tengu, Auran, Aklo

**Combat Gear** *Headband of Alluring Charisma* +6, *Belt of Incredible Dexterity* +6, +4 *keen, agile* rapier, +2 daggers (8), light crossbow, 200 gp, +4 quilted cloth, *potion of cure serious wounds* (3)

