

THE VIGILANTE

A masked tiefling in black leather armour with a sleek metal staff lurks atop a small building in a crumbling city, watching as a group of thugs unload a cache of weapons for transport. The tiefling smiles before leaping down into the shadows, ready to take them out one by one.

A dwarf raises an arm as the Cultist leader flees through the temple corridor, a long tube like device mounted to their wrist fires a heavy looking crossbow bolt. The bolt splits into two halves, joined by a thick metal wire and wraps around their target's legs, sending them tumbling to the ground.

A halfling woman in a bejewelled domino mask and black breastplate pounces onto the fallen ally of a group of orc mercenaries. Driving her serrated knife into his back, she cackles as she tears the blade free and showers several of the warriors in blood, sending a chill down their spines.

Individual vigilantes may approach their calling differently, but all of them are driven by the pursuit of personal justice against those who have wronged them or others. A vigilante is defined by the brutal, stylised or extreme methods they may go to in order to deal with the individuals they feel are responsible or complicit in whatever it is the vigilante opposes. They pursue their targets with a determination and savagery that some would likely find distasteful.

Some may follow a personal code of honour, or act within the letter of the law, but others may simply be doing whatever they must to achieve their own personal vengeance. At their best a vigilante is a shadowy hero with a strong moral code, trying to make the world a better place even if they must use brutal methods to do so. At their worst, a vigilante is a villain hiding behind a mask pursuing their own personal goal with a twisted lack of empathy.

BLADES IN THE DARK

A vigilante may not have the formal training of a soldier, but they learn to use a wider range of weapons and armour than a typical street thug or sword for hire.

They train their bodies to fight, to endure pain and to pursue their targets with a dogged determination whilst also refining their mind to outsmart their foes. They learn to track, to hunt and to keep hidden from their victims until the perfect time to strike. As they develop their skills a vigilante may choose to rely more on tactics to instil fear into their quarry, or they might use their intellect to develop a range of gadgets to help them disorient or incapacitate their enemies.

Vigilantes also thrive in urban environments, the close streets and cloaking shadows of alleyways offering cover from the eyes of their enemies, the city watch, or the common folk. But that is not to say that the countryside does not get its share of such individuals, highway robbers and bandits who use terrifying tactics to raid travellers or travelling bounty hunters tracking down criminals on the run, would all suit the vigilante class.



THE VIGILANTE

Level	Proficiency Bonus	Features
1st	+2	Mark of Vengeance
2nd	+2	Signature Weapons
3rd	+2	Vigilante Method
4th	+2	Ability Score Improvement
5th	+3	Brutal Strikes (1d8)
6th	+3	Vigilante Method feature
7th	+3	Honed Experience
8th	+3	Ability Score Improvement
9th	+4	Improved Signature Weapons
10th	+4	Vigilante Method feature, Brutal Strikes (2d8)
11th	+4	Improved Mark of Vengeance
12th	+4	Ability Score Improvement
13th	+5	Focused Mind
14th	+5	Vigilante Method feature
15th	+5	Brutal Strikes (3d8)
16th	+5	Ability Score Improvement
17th	+6	Unending Vengeance
18th	+6	Improved Focused Mind
19th	+6	Ability Score Improvement
20th	+6	Fury of the Shadows



A HERO WE DESERVE

To many a vigilante might just be another criminal in a mask, but a true vigilante pursues a very specific goal and a personal code. This code may not follow the laws of a kingdom, or the ideals of good and evil, but instead represents a personal dedication to go to extreme lengths to do what they feel they must.

Vigilantes do not shy away from intimidation, stealth or brutal violence to accomplish their goals. Once they mark a target as a quarry, they track them relentlessly and those who get in their way usually do not fare well.

Many vigilantes choose to assume a personae, a mask or a costume that represents more than just one person's actions. This symbol is a reflection of the personal justice they are seeking, it might be a vengeful spirit to punish the wicked, or a fey-creature to take action against the hubris of civilisation.

Many vigilantes gain a degree of fame or infamy as they develop their skills, they become figures spoken of in fearful whispers by those who might be considered their quarry.

CREATING A VIGILANTE

When creating a vigilante character, think about what has sparked their desire to see a personal wrong set

“right”. Think about where your vigilante may be from, where they learnt their skills. Were they a member of a thieves guild that was betrayed? A young orphan left alone in the world after a brutal murder? Or a bitter soldier who feels their country has been corrupted? Also consider if your vigilante has a personal code of ethics or honour that they follow, do they wish to be better than the criminals they stop and so vow not to kill anyone? Do they brand everyone they leave alive as a warning to others?

What has led you to join up with fellow adventurers? Are you pursuing a dangerous target that may put all your skills to the test? Have you been hired by a third party to work with adventurers to get close to a particular enemy?

QUICK BUILD

You can make a vigilante quickly by following these suggestions. First, make Strength or Dexterity your highest ability score, depending on whether you want to focus on melee weapons or on archery (or finesse weapons). Your next-highest score should be your Intelligence, which affects many of your other abilities and skills. Finally, choose the Folk Hero background.

CLASS FEATURES

As a vigilante, you have the following class features.

Hit Points

Hit Dice: 1d10 per vigilante level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 7) + your Constitution modifier per vigilante level after 1st.

Proficiencies

Armour: Light armour, Medium armour

Weapons: Simple weapons, longswords, rapiers, scimitars, shortswords, tridents, whips, hand crossbows, longbows, and nets.

Tools: None

Saving Throws: Dexterity, Intelligence

Skills: Choose two from Acrobatics, Athletics, Insight, Investigation, Intimidation, Perception, Stealth, Survival, and one Intelligence-based skill of your choice.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:



- (a) scale mail or (b) leather armour
- (a) a rapier, (b) a longsword or (c) a whip
- (a) a light crossbow with 20 bolts or (b) one simple melee weapon
- (a) an explorer's pack or (b) a dungeoneer's pack
- two daggers

Vigilante Abilities

Many of your vigilante abilities depend upon your cleverness or cunning, whether it's being skilled with intricate devices and their use, or knowing just the right way to read a foe and make them unravel. Some of your vigilante features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

Vigilante save DC = 8 + your proficiency bonus + your Intelligence modifier.

MARK OF VENGEANCE

Beginning at 1st level, you gain the ability to physically, or mentally, mark a creature driving you to pursue them and cripple their escape. When you hit a creature with a weapon attack you can mark them as your quarry.

Whilst marked, if the creature attempts to move away from you, you can use your reaction to immediately move up to your speed towards them. If you end this movement within 5 feet of the creature you can make a weapon attack against the creature, if that attack is successful the creature must make a Strength saving throw against your save DC or their movement is reduced by 10 feet to a minimum of 10 feet until the end of their next turn.

A mark of vengeance lasts for 1 minute, until the target is dead, or you are incapacitated. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

SIGNATURE WEAPONS

At 2nd level, you can choose one melee weapon and one ranged weapon which you are proficient with. You have become especially adapt with these weapons and your use of them has become a part of your reputation. When you roll a 1 on a weapon damage die for an attack you make with either of your signature weapons, you can reroll that die and must use the new roll, even if the new roll is also a 1.

VIGILANTE METHOD

When you reach 3rd level, your martial skill and tactical aptitude begins to take on a specific style that defines how you take down your pursued foes. Choose a Vigilante Method, either Technological Might or Nightmare Tactics, both are detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

BRUTAL STRIKES

Beginning at 5th level you learn how to capitalize on a weakened or disoriented foe in order to put the maximum amount of force behind your weapon strikes. Once per turn, you can deal an extra 1d8 damage to one creature you hit with a weapon attack that is blinded, frightened, paralysed, poisoned, prone, restrained, stunned, or has had their movement reduced by your Mark of Vengeance feature. This bonus damage is the same type as the type of the weapon used.

When you reach higher levels in this class, you become more efficient at putting extra power or finesse behind these blows, making them more deadly. At 10th level, the bonus damage is increased to 2d8. At 15th level, it is increased to 3d8.

HONED EXPERIENCE

Upon reaching 7th level, through constant use of the skills you rely on to perform your work you have become adept at turning bad luck to your advantage. Choose two skills you are proficient in. Whenever you make an ability check for these skills, you may choose to reroll one d20 roll of 9 or lower. If you do, you must use the second result. You may make this choice after the ability check is rolled, but before the DM tells you the result.

IMPROVED SIGNATURE WEAPONS

Starting at 9th level, you have become more proficient with your signature weapons and improved them with ways to better punish your foes. Your chosen ranged weapon increases its short range by 10ft and its long range by 40ft and your chosen

melee weapon deals an additional weapon die of damage on critical hits.

IMPROVED MARK OF VENGEANCE

Upon reaching 11th level, when you take the attack action against the target of your Mark of Vengeance, you can attack twice instead of once.

FOCUSED MIND

At 13th level, your mind and body have become hardened. When you fail a saving throw against being charmed, frightened, paralysed or stunned you can reroll that saving throw. If you do so, you must use the new roll and you can't use this feature again until you finish a long rest.

From 18th level, you can use this feature a number of times equal to your Intelligence modifier and regain all expended uses when you finish a long rest.

UNENDING VENGEANCE

When you reach 17th level, your drive for justice has become relentless. If you roll initiative and have no uses of Mark of Vengeance remaining, you regain one use of it.

FURY OF THE SHADOWS

At 20th level, you become a relentless and terrifying agent of your own justice. With a burst of adrenaline, utilising all of your skill and fury, you can use an action to move up to your speed and make a number of weapon attacks equal to 1 + your Intelligence modifier against creatures you can see within range. You can attack each creature once and each of these attacks deals additional Brutal Strikes damage, regardless of your targets condition. You may freely switch between either of your signature weapons between attacks and you do not provoke attacks of opportunity for moving away from a creature during this movement, or suffer penalties for using a ranged weapon within 5ft of the target. Once you use this ability, you cannot use it again until you complete a long rest.

VIGILANTE ARCHETYPES

As a vigilante trains their body and mind to take suitable vengeance against their enemies, they begin to develop a variety of methods in which to give themselves advantages over others. As many vigilantes do not possess the gift of magic, the formal training of a fighter, or a divine blessing, they instead gain their advantages using their unbridled violence and intimidating presence or their honed mind and a variety of wondrous devices. Your choice of Archetype is not just a choice in your skills and training, but also may involve how your vigilante chooses to style or represent themselves, influencing the persona they choose to create.

NIGHTMARE TACTICS

You know fear. You know the blood-chilling grip that can cause the mightiest to crumble and the meek to stand valiantly. Fear is a weapon in your arsenal, and one you happen to wield with a considerable proficiency. You can unsettle your opponents with deliberating attacks, viscreal strikes or just a snarl. Once they are afraid of you, you can use your merciless tactics finish them off. How you choose to instill such fear might be a part of your vigilante persona, a haunting otherworldly figure or through sheer, uncaring, violence.

TERRIFYING BLOWS

When you choose this method at 3rd level, you gain the ability to strike a blow with such ferocity, accuracy or primal violence that your foes are left trembling. When you hit a creature with a weapon attack, you can force any creatures you choose that can see or hear you within 15ft to make a Wisdom saving throw against your save DC. A creature that fails becomes frightened of you and takes half your vigilante level in psychic damage (rounded down). A frightened creature may repeat the saving throw at the end of their turn.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once) and you regain all expended uses when you finish a long rest.

BLOODCURDLING ORDER

Starting at 6th level, you can use a bonus action to issue a commanding shout to a creature that can see and hear you within 30 feet. The creature must succeed on a Wisdom saving throw or follow a simple command contained in your shout to the best of its ability on its next turn.

Orders such as “Drop your weapon!”, “Get lost!” or “Don’t move!” are all examples of suitable commands. Your shout has no effect if the target hostile creature does not understand you, if it is immune to being frightened, or if the order would be directly harmful to it.

You regain the use of this feature when you finish a short rest.

POISONED WEAPONS

By 11th level, you have delved into the ways in which poisons can terrorise and debilitate your foes and have devised methods, expensive though they be, to quickly prepare a few different types of short-lasting but potentially disabling concoctions. You gain proficiency with the poisoner’s kit, and at your DM’s discretion have acquired the resources to put one together if you do not already possess one. Over the course of a long rest and using your poisoner’s kit, you can craft a single dose of poison, paying any material cost. One dose of poison can be safely applied to a melee weapon, or up to 5 pieces of ammunition, as an action. A coated weapon remains potent for a number of successful attacks equal to your Intelligence modifier, while each coated piece of ammunition can attempt to deliver its poison once. In either case, the coating dries off by the time you next complete a short or long rest.

In addition to the poisons listed in the Dungeon Master’s Guide, you also know how to craft the following unique poisons you have developed yourself.

Item	Type	Cost
Wracking Venom	Injury	400 gp
Stonelegs Poison	Injury	200 gp
Thief of Eyes	Injury	250 gp

Wracking Venom (Injury). A created subjected to this poison must make a DC 15 Constitution saving throw or become poisoned. Whilst the creature is poisoned it takes 2d6 poison damage any time it moves more than 5 feet on its turn.

Stonelegs Poison (Injury). A created subjected to this poison must make a DC 13 Constitution saving throw or become poisoned. Whilst the creature is poisoned it is restrained.

Thief of Eyes (Injury). A created subjected to this poison must make a DC 15 Constitution saving throw or become poisoned. Whilst the creature is poisoned, it is also blinded.

MERCHANT OF MENACE

By 14th level, your reputation is so fearsome that few foes are willing to stand up to you when you display your savagery. Whenever you use your Terrifying Blows feature, you may target a number of creatures equal to your Intelligence modifier. In addition, any creatures that become Frightened of you when you use your Terrifying Blows feature take half your vigilante level in psychic damage (rounded down) at the start of their turn as long as they remain Frightened.

TECHNOLOGICAL MIGHT

You have turned your intellect towards the world of invention and technology. Looking for ways to combat your foes who might wield magic, or may be unusual creatures themselves. You spend your time developing unique devices and weapons that can give you the advantages you need to overcome such threats to your pursuits.

EXPERIMENTAL WEAPONRY

When you choose this method at 3rd level, you gain proficiency in tinkers tools and can create unique devices that can help you take down your targets. When you gain this feature at 3rd level, you can create and maintain two of the Simple Devices listed below. As your vigilante level increases, you devise additional and more complex devices, up to an eventual arsenal of four Simple Devices and two Complex Devices. Each time you gain a new Simple or Complex Device, select one which you do not already possess from the lists below; you may not

take the same Device more than once. With your DM's permission, you may create your own Simple and Complex Devices instead of the ones listed.

SIMPLE DEVICES

Simple Devices are one-use items that need to be reset or replenished during a long rest. At the start of a long rest, decide which of the Simple Devices you know that you wish to create, you may create any number of an individual device you know but cannot have more than your maximum number of Simple Devices at any one time, any unused devices are assumed to be broken down for parts or re-used.

Brightlight Explosive. As an action, choose a point you can see within 20 feet. Each creature within a 5 foot radius of that location must make a Dexterity saving throw against your DC. Any creature that fails is blinded until the end of their next turn.

Snare Launcher. As an action make a ranged weapon attack, which you are proficient in, against a creature within 120 feet. If the attack hits, the target is restrained until they use an action on their turn to make a Strength or Dexterity ability check against your DC.

Flame Projector. As an action, all creatures within a 15 foot cone originating from you must make a Dexterity saving throw against your DC. On a failure a creature takes 2d6 fire damage, or half as much on a success. Any flammable objects in the area are also set alight. This device's damage increases to 3d6 at 5th level, 5d6 at 9th level and 7d6 at 13th level.

Frenzy Elixir. As an action, you drink this thick red elixir and gain temporary hit points equal to 1d8 + your

vigilante level. In addition your speed increases by 20ft until the end of your next turn.

Scatter Powder. As an action, all creatures within a 20 foot cube originating from you must make a Dexterity saving throw against your DC. On a failure, a creature can't benefit from being invisible and has disadvantage on Dexterity (Stealth) checks to hide.

COMPLEX DEVICES

Complex Devices are more intricate inventions that provide you with additional tactical maneuvers in battle. A Complex Device don't need to be replenished like Simple Devices, but can often only be used a few times before they need to be reset or their power replenished.

Grapple Launcher. As a bonus action, choose a location you can see within 30 feet of you and move to that location without provoking attacks of opportunity. This movement can be in any direction, but you must end it on a solid surface.

You can use this feature a number of times equal to your Intelligence modifier and it regains all expended uses when you finish a short or long rest.

Lightning Crystal. As a bonus action, choose one of your signature weapons. The next time you hit a creature with that weapon they must make a Constitution saving throw against your DC or become stunned until the end of their next turn.

You regain the use of this feature when you finish a short or long rest.

Arcane Disruptor. As a bonus action you can activate a device that emits a subsonic noise that makes it extremely difficult to concentrate on spells around you. Any creature within 10 feet of you that is concentrating on a spell at the start of their turn must make a Concentration check against your DC. If they fail they lose concentration of the spell. This effect lasts for 1 minute.

You regain the use of this feature when you finish a short or long rest.

Elemental Proofing. As a reaction, when you are the target of an attack that deals fire, cold, acid, lightning, or poison damage you gain resistance to that damage type for a number of rounds equal to your Intelligence modifier.

You regain the use of this feature when you finish a short or long rest.

Gust Engines. As a reaction, when you are the target of an attack that would hit you or when you are forced to make a Dexterity saving throw, you can add your Intelligence modifier to your AC or your Dexterity saving throws until the start of your next turn.

You can use this feature a number of times equal to your Intelligence modifier and it regains all expended uses when you finish a short or long rest.

ADVANCED SCHEMATICS

When you reach 6th level, you have completed research and experimentation on a device more complex and unique than your previous inventions.

You gain your choice of one of the Complex Devices listed above.

EXPANDED ARSENAL

At 11th level, you have continued to build a personal arsenal of simple devices to help you take down your targets. You learn one more Simple Devices and your maximum number of Simple Devices increases by one.

TECHNOLOGICAL SUPERIORITY

At 14th you have further expanded your arsenal of devices and developed them to be even more effective.

You learn one more Simple Device and your maximum number of Simple Devices increases by one. You also gain one more Complex Device of your choice.

Mark Hulmes is a YouTuber Content Creator and Twitch Streamer as well as the Dungeon Master for HighRollers, a Twitch Dungeons & Dragons stream hosted on the Yogscast Twitch Channel every Sunday at 5pm GMT. Check out twitch.tv/yogscast to watch live.

DUNGLONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for the Dungeon Masters Guild.

All other original material in this work is copyright 2018 by Mark Hulmes and published under the Community Content Agreement for Dungeon Masters Guild.