

# Sidekick

**Description:** Sidekicks are more than just junior partners of an older or more powerful superhero. They are experts at playing a supporting role in a superhero's quest for justice. Sidekicks' abilities are geared toward staying out of the spotlight in order to keep their hero looking good. They are highly-trained team players who not only excel at following, but also make their leaders better at leading.

**Sample Character:** [Sponge](#)

**Hit Die:** d8

**Power Die:** d8

**Skill Points at 1st Level:** (5 + Int per level) x4

**Skill Point per Level:** 5 + Int modifier

**Class Skills:** Climb (Str), Computers (Int), Craft (electronic) (Int), Disable Device (Int), Drive (Dex), Escape Artist (Dex), Heal (Int), Jump (Str), Perception (Wis), Sleight of Hand (Dex), Stealth (Dex), Tumble (Dex).

**Proficiencies:** 3

Sidekick Level	BA	Fort	Ref	Will	Def.	Rep.	Class Features
1	+0	+0	+2	+1	+2	+0	Brawl, Restore Confidence, Team Player
2	+1	+0	+3	+1	+3	+0	Improved Flanking I
3	+2	+1	+3	+2	+3	+0	Heroic Intervention
4	+3	+1	+4	+2	+4	+0	Sneak Attack +1d6, Armour of Obscurity
5	+3	+1	+4	+3	+4	+1	Evasion
6	+4	+2	+5	+3	+5	+1	Improved Team Player, Bonus Feat
7	+5	+2	+5	+3	+5	+1	Unwavering Loyalty +2, Imp Flanking II
8	+6/+1	+2	+6	+4	+6	+1	Sneak Attack +2d6, Uncanny Dodge
9	+6/+1	+3	+6	+4	+6	+2	Distraction (-1)
10	+7/+2	+3	+7	+5	+7	+2	Unwavering Loyalty +4
11	+8/+3	+3	+7	+5	+7	+2	Set-Up Attack, Improved Evasion
12	+9/+4	+4	+8	+6	+8	+2	Sneak Attack +3d6, Bonus Feat
13	+9/+4	+4	+8	+6	+8	+3	Distraction (-2)
14	+10/+5	+4	+9	+6	+9	+3	Unwavering Loyalty +6, Bonus Feat
15	+11/+6/+1	+5	+9	+7	+9	+3	Bonus Feat
16	+12/+7/+2	+5	+10	+7	+10	+3	Sneak Attack +4d6, Bonus Feat
17	+12/+7/+2	+5	+10	+8	+10	+4	Distraction (-3)
18	+13/+8/+3	+6	+11	+8	+11	+4	Unwavering Loyalty +8, Bonus Feat x2
19	+14/+9/+4	+6	+11	+9	+11	+4	Bonus Feat x2
20	+15/+10/+5/+6	+6	+12	+9	+12	+4	Sneak Attack +5d6, Bonus Feat

## Class Features

**Brawl (Ex):** At level 1, you get the Brawl feat for free because all superheroes need to throw the occasional punch.

**Restore Confidence (Ex):** At level 1, twice per session, Sidekicks can grant any one comrade within 50 ft. a free re-roll on any Will save. This requires an immediate action, to yell something encouraging, flash a big, goofy grin, or otherwise offer moral support.

**Team Player:** At level 1, Sidekicks receive this feat.

**Improved Flanking I (Ex):** At level 2, Sidekicks can grant a teammate a flanking bonus just by engaging in mêlée against the same opponent. The Sidekick's position relative to the team mater does not matter. Only the Sidekick's team mate gains the flanking bonuses. At level 7, Sidekicks received **Improved Flanking II (Ex)**, which means that the Sidekick now gains the Flanking bonus as well.

**Armour of Obscurity (Ex):** At level 4, Sidekick's become experts at not attracting the attention of their enemies. They can take the Charisma bonus of any ally who is (a) within 30' and (b) visibly present to the enemy, and add it to their own Defence score as a competence bonus.

**Sneak Attack (Ex):** At levels 4, 8, 12, 16, and 20, Sidekicks receive +1d6 Sneak Attack damage. If they can catch an opponent when he is unable to defend himself effectively from their attacks, then they can strike a vital spot for extra damage.

Their attack deals **extra damage any time the target would be denied their Dexterity bonus to Defence** (whether the target actually has a Dexterity bonus or not), **or when the Sidekick has flanked them. Critical hits do not multiply Sneak Attack damage.**

Ranged attacks can count as Sneak Attacks only if the target is within 30 ft.

With a sap (blackjack) or an unarmed strike, Sidekicks can make a Sneak Attack that deals NL instead of HP. They cannot use a weapon that deals HP to deal NL in a sneak attack, not even with the usual -4 penalty.

Sidekicks can perform a Sneak Attack on only **living creatures with discernible anatomies or vital systems**, which includes people, aliens, and fantasy creatures (Chapter 10: Heroes and Villains), but it does not include undead, constructs, oozes, plants, and phased (incorporeal) creatures. **Any creature that is immune to critical hits is not vulnerable to Sneak Attacks.**

Sidekicks must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. They cannot Sneak Attack while striking a creature or target that has concealment, and they cannot strike at the limbs of a creature because their vital spots (body and/or head) are out of your reach.

**Heroic Intervention (Ex):** At level 3, Sidekicks gain this feat.

**Evasion** (Ex): At level 5, Sidekicks can avoid even magical and unusual attacks with great agility. If they make a successful Reflex saving throw against an attack that normally deals half damage, then they instead take no damage. They can use Evasion only if they are wearing light armour or no armour. If they are *helpless*, then they do not gain the benefit of Evasion.

**Improved Team Player**: At level 6, Sidekicks receive this feat.

**Bonus Feats**: At levels 6, 12, 14, 15, 16, 18, 19, and 20, Sidekicks can choose a bonus feat from the following groups: Defensive, Combat, Save.

**Unwavering Loyalty** (Ex): At level 7, Sidekicks receive a +2 to any roll to resist mental effects (psionic, magical, etc.) that would compel them to betray, harm, or abandon their allies. This bonus improves by +2 at level 10 (to +4), level 14 (to +6), and level 18 (to +8).

**Uncanny Dodge** (Ex): At level 8, Sidekicks retain their Dexterity bonus to Defence (if any) even if they are caught flat-footed or struck by an invisible attacker. However, they still lose their Dexterity bonus to Defence if they are immobilized. If they already have Uncanny Dodge, then they automatically get Improved Uncanny Dodge instead.

**Distraction** (Ex): At level 9, Sidekicks are such an annoyance to adjacent opponents that those opponents suffer a -1 to Defence. This penalty stacks with the effects of Flanking and other such distraction ploys in combat. The penalty improves by 1 at level 13 (to -2) and 17 (to -3).

**Set-Up Attack** (Ex): At level 11, Sidekicks can effectively give their highest attack to an adjacent ally. Sidekicks use a standard action to create an opportunity for an ally to attack an opponent that they both threaten in *mêlée*. The attack made by the ally is either at the Sidekick's highest attack bonus, or the ally's, whichever is higher. Sidekicks can Set Up only one attack per round. The attack happens during the Sidekick's round, but is rolled by the ally. The ally expends one Attack of Opportunity in order to use the Sidekick's Set-Up Attack.

**Improved Evasion** (Ex): At level 11, Sidekicks become even better at avoiding damage. When they fail Reflex saves they take only half damage, and if they succeed they take no damage. They can use Evasion only if they are wearing light armour or no armour. If they are *helpless*, then they do not gain the benefit of Evasion.