VIGILANTE	VIGILANTE IDENTITY
AVENGER	Vigilante name
VIGILANTE TALENTS	
Poziom 2	
	AVENGER
Poziom	BASE ATTACK BONUS  Vigilante Level
Poziom 6	UNSHAKEABLE
0	Poziom Vigilante Level bonus to resist attempts to Intimidate
Poziom	STARTLING APPEARANCE
8	Poziom On a successful surprise attack, target is treated as flat-footed for your round and takes -4 to attack you.
Poziom 10	FRIGHTENING APPEARANCE On a successful surprise attack, opt to demoralise enemies.  Intimidate check DC = 10 + Hit dice + WIS  Poziom Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC.
	11 Target is also frightened unless they pass a will save.
Poziom 12	Vigilante WILL SAVE DC Level
	= 10 + ( ÷ 2) + CHA
Poziom <b>14</b>	Poziom 17 STUNNING APPEARANCE On a successful surprise attack, target must make a will save or be stunned until the end of your next turn.
	VENGEANCE STRIKE
Poziom 16	Spend up to five consecutive standard actions studying a target, each granting one of:
	Poziom
Poziom	+3d6 damage +2 to attack roll (affects critical range)
18	
Poziom	

SOCIAL IDENTITY	COCIAI
Social name	SOCIAL
	SOCIAL TALENTS
	Poziom 1
DUAL IDENTITY	
Knowledge checks of one of your identities do not reveal anything about the other, unless you have been unmasked.  Switching identity takes one minute, and must be done out of sight.  Your two alignments must be within 1 step of each other.	Poziom
Both alignments are real for the purpose of spells, abilities etc.  Attempts to scry on you only work if your current identity is one known to the caster.	Poziom
SEAMLESS GUISE If suspected while in either identity, gain +20 to disguise checks to appear as your current identity.	
SOCIAL CONNECTIONS	Poziom 7
PRZYJACIELSKI WROGI	Poziom — — — — — — — — — — — — — — — — — — —
PRZYJACIELSKI WROCI	Poziom
PRZYJACIELSKI	11
WROGI	Poziom
PRZYJACIELSKI WROGI	
PRZYJACIELSKI	Poziom 15
WROGI	Darion
PRZYJACIELSKI WROCi WROCi	Poziom 17
	Poziom
PRZYJACIELSKI WROGI	19