WILDSOUL

	STALKER	l vigila	unte nume
Nivel 2	NATURAL COURSE		
			HIDDEN STRIKE
Nivel 6		BON DAÑ(N Vigilante
Nivel —		consid It can bonus	d8 = ÷ 2 Ien Strike damage can be applied when a target is unawariders you an ally, or is made flat-footed by Startling App in also be applied when a target is flanked or is denied that to AC, but rolling d4s in place of d8s.
Nivel 18 _		It is no	anged attacks, it only applies within 30 ft. not multiplied by critical hits. nnot be non-lethal unless using a non-lethal weapon. may apply one hidden strike talent.
	VIGILANTE TALENTS	Nivel	UNSHAKEABLE
Nivel —		3	+ attempts to Intimidate STARTLING APPEARANCE
		Nivel 5	
Nivel 8			FRIGHTENING APPEARANCE On a successful surprise attack, opt to demoralise en Intimidate
Nivel — 10 _		Nivel 11	Enemies within 10ft are shaken for 1rd + 1rd per 5 ov Target is also frightened unless they pass a will save Vigilante
Nivel 14			CD SALV VOL
Nivel -		Nivel 17	On a successful surprise attack, target must make a or be stunned until the end of your next turn.
16 _			VENGEANCE STRIKE Spend up to five consecutive standard actions studyi
Nivel 20		Nivel 20	a target, each granting one of:

	VIGILANTE IDENTITY					
Vigila	nte name					
	.p.<.0					
<u></u>	* *					
	HIDDEN STRIKE					
BON DAÑ	Vigilante D Level					
	d8 = ÷ 2					
It can bonus On ran It is no It can	n Strike damage can be applied when a target is unaware of you, ders you an ally, or is made flat-footed by Startling Appearance. also be applied when a target is flanked or is denied their DEX to AC, but rolling d4s in place of d8s. aged attacks, it only applies within 30 ft. on the multiplied by critical hits. anot be non-lethal unless using a non-lethal weapon. ay apply one hidden strike talent.					
	UNSHAKEABLE					
Nivel Vigilante Level bonus to resist attempts to Intimidate						
STARTLING APPEARANCE						
Nivel 5	On a successful surprise attack, target is treated as flat-footed for your round and takes -4 to attack you.					
	FRIGHTENING APPEARANCE On a successful surprise attack, opt to demoralise enemies. Intimidate check DC + Hit dice + WIS					
Nivel	Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC.					
11	Target is also frightened unless they pass a will save.					
	Vigilante					
	CD SALV VOL Level					
	$= 10 + (\div 2) + CAR$					
Nivel 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					
	Spend up to five consecutive standard actions studying a target, each granting one of:					
Nivel 20	□□□□□ +4 to attack					
20	□□□□□ +3d6 damage					

SOCIAL IDENTITY		COCIAI	
ocial name		SOCIAL	
	*	SOCIAL TALENTS	*
	Nivel -		
A. C.	1 _		
DUAL IDENTITY			
nowledge checks of one of your identities do not reveal anything bout the other, unless you have been unmasked.	Nivel -		
witching identity takes one minute, and must be done out of sight.			
our two alignments must be within 1 step of each other. oth alignments are real for the purpose of spells, abilities etc.			
ttempts to scry on you only work if your current identity is one known of the caster.	Nivel –		
EAMLESS GUISE suspected while in either identity, gain +20 to disguise checks to			
ppear as your current identity.	–		
SOCIAL CONNECTIONS	Nivel 7		
AMISTOSO	Minut =		
HOSTIL	Nivel —		
MMSTOSO HOSTIL	Nivel -		
	Nivel 11		
AMISTOSO			
HOSTIL	Nivel -		
	13 _		
AMISTOSO			
HOSTIL	Nivel -		
	15 _		
AMISTOSO HOSTIL HOSTIL			
HOTIL	Nivel -		
AMISTOSO	17 _		
AMISTOSU HOSTIL			
	Nivel -		
AMISTOSO	19 _		
HOSTIL	~		