

# BRUTE VIGILANTE

## VIGILANTE TALENTS

Level 2

Level 4

Level 6

Level 8

Level 10

Level 12

Level 14

Level 16

Level 18

Level 20

## VIGILANTE IDENTITY

Vigilante name



## BRUTE FORM

Brute form is savage, dangerous and cannot tell friend from foe. Become one size category larger, but gain no ability score increase.

**-2** To AC and any skill of ability checks using **CHA**, **DEX** or **INT**.

### BASE ATTACK BONUS

		Vigilante Level		Bonus
<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>
Level 5	+1	Level 13	+2	Level 19
				+3

Bonus to melee attack and damage.

## UNSHAKEABLE

Level 3  +  Vigilante Level bonus to resist attempts to Intimidate

## STARTLING APPEARANCE

Level 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 = 10 + Hit dice + WIS

Level 11 Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC. Target is also frightened unless they pass a will save.

### WILL SAVE DC

= 10 +  ÷ 2 + CHA

### STUNNING APPEARANCE

Level 17 On a successful surprise attack, target must make a will save or be stunned until the end of your next turn.

## TEAR THEM APART

One making at least two hits as part of a full round attack:

### DAMAGE BONUS

Level 20  = STR × 1½

One making at least four hits as part of a full round attack:

= STR × 1½

## SOCIAL IDENTITY

Social name



## BRUTE FORM

When mortally threatened or entering combat, succeed at a Will save or enter Brute form. This takes a full round and leaves you flat-footed.

When there are no more enemies to fight, succeed at a Will save or turn on your allies; allies can help you to calm down.

### WILL SAVE DC

= 10 +  ÷ 2

Maximum time in brute form: 2 hours at once, 6 hours a day.

On returning to social form, you are fatigued for the same amount of time you were in brute form.

## 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. 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.

### SEAMLESS GUISE

If suspected while in either identity, gain +20 to disguise checks to appear as your current identity.

## SOCIAL CONNECTIONS

FRIENDLY ☐ ☐ ☐ ☐ ☐ ☐ HOSTILE

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FRIENDLY ☐ ☐ ☐ ☐ ☐ ☐ HOSTILE

FRIENDLY ☐ ☐ ☐ ☐ ☐ ☐ HOSTILE

# SOCIAL

## SOCIAL TALENTS

Level 1

Level 3

Level 5

Level 7

Level 9

Level 11

Level 13

Level 15

Level 17

Level 19