VICII ANTE

VIGILANTE	VIGILANTE IDENTITY	
AVENGER	Vigilante name	
VIGILANTE TALENTS Niveau 2		
	AVENGER	
Niveau	BONUS DE BASE A L'ATTAQUE Level =	
Niveau	UNSHAKEABLE	
6	Niveau Vigilante Level bonus to resist attempts to Intimidate	
Niveau	STARTLING APPEARANCE	
8	Niveau On a successful surprise attack, target is treated as flat-footed for your round and takes -4 to attack you.	
Niveau 10	FRIGHTENING APPEARANCE On a successful surprise attack, opt to demoralise enemies. Intimidate check DC = 10 + Hit dice + SAG Niveau Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC.	
Niveau 12	Target is also frightened unless they pass a will save. Vigilante Level = 10 + (÷ 2) + CHA	
Niveau 14	Niveau 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	
Niveau 16	Spend up to five consecutive standard actions studying a target, each granting one of: Niveau 20	
Niveau 18	+2 aux jets d'attaque (affecte la portée de critique)	
Niveau 20		

SOCIAL IDENTITY	COGTAT	
Social name	SOCIAL	
	TALENTS SOCIA	UX _
\$\$\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\		
24 July 18	Niveau 1	
****	1	
DOUBLE IDENTITÉ		
Knowledge checks of one of your identities do not reveal anything about the other, unless you have been unmasked.	Niveau	
Switching identity takes one minute, and must be done out of sight.	3	
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	Niveau	
to the caster.	5	
SEAMLESS GUISE If suspected while in either identity, gain +20 to disguise checks to		
appear as your current identity.	Niveau	
SOCIAL CONNECTIONS	7	
AMICAL		
HOSTILE	Niveau 9	
AMICAL O		
HOSTILE	Niveau 11	
	11	
AMICAL HOSTILE		
HOULE	Niveau	
	13	
AMICAL HOSTILE		
	Niveau	
AMICAL	15	
HOSTILE		
	Niveau	
AMICAL	17	
HOSTILE		
	Niveau	
AMICAL	19	
HOSTILE	~	