CITAINGACTED

	VIGILANTE	Vigila	Vigilante name			
	VIGILANTE TALENTS					
Nível 2		E				
Nível 4		Nível 4	NIM Vigila CA BÔNUS Lev			
Nível 6		Nível 5	FIREARM Vigila BONUS Lev			
Nível 8		Nível	STARTLING A On a successful surprise atte			
Nível 10		5	FRIGHTENING APPEAL On a successful surprise att Intimidate Hi			
Nível 12		Nível 11	Enemies within 10ft are shal Target is also frightened unl			
Nível 14		Nível	WILL SAVE DC = 10 +			
Nível		17	On a successful surprise attered or be stunned until the end of VENGEANO			
16		Mással	Spend up to five consecutive each granting one of:			
Nível 18		Nível 20	+4 to attack +3d6 damage +2 to attack ro			
Nível 20						

TITY
td., O.
* ×

BLE

Nível	CA BÔNUS		Level				
4	+	= (+	2) ÷	6

ASTER

Nível	BONUS Level			
5	+	= (-1)÷4

APPEARANCE

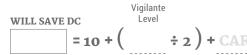
tack, target is treated as flat-footed to attack you.

RANCE

tack, opt to demoralise enemies.

aken for 1rd + 1rd per 5 over the DC.

less they pass a will save.



ICE

tack, target must make a will save of your next turn.

CE STRIKE

e standard actions studying a target,

oll (affects critical range)

SOCIAL IDENTITY

Social name		SOCIAL	
1 1 200	×	SOCIAL TALENTS	#
	N' I -		
	Nível 1		
DUAL IDENTITY			
Knowledge checks of one of your identities do not reveal anything	Nível —		
about the other, unless you have been unmasked.	3 _		
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.	Nível —		
SEAMLESS GUISE If suspected while in either identity, gain +20 to disguise checks to			
appear as your current identity.	Nível —		
SOCIAL CONNECTIONS	7 _		
AMIGÁVEL			
HOSTILE	Nível —		
	9 _		
AMIGÁVEL HOSTILE HOSTILE			
	Nível —		
AMIGÁVEL HOSTILE			
	Nível —		
	13 _		
AMIGÁVEL HOSTILE HOSTILE			
	Nível —		
AMIGÁVEL	15 _		
HOSTILE			
	Nível —		
AMIGÁVEL	17 _		
HOSTILE HOSTILE			
	Nível —		
AMIGÁVEL	19 _		
HOSTILE	_		