## WILDSOUL

	STALKER				
Niveau	NATURAL COURSE				CHA
2		-			米
				HIDDEN STRIKE	
Niveau <b>6</b>		BONU DÉGÁ BONU		Vigilante Level	Π
				÷ 2	
Niveau 12		consid It can bonus	lers you an ally also be applied to AC, but rolli	e can be applied when a target is ur , or is made flat-footed by Startling I when a target is flanked or is denie ng d4s in place of d8s.	App
Niveau 18		It is no It can	ot multiplied by not be non-leth	only applies within 30 ft. critical hits. al unless using a non-lethal weapor idden strike talent.	n.
	VIGILANTE TALENTS			UNSHAKEABLE	
Niveau	VIGILINIE TIELNIO	Niveau 3	+	Vigilante Level bonus to resist attempts to Intimidate	
		Niveau 5	On a success	RTLING APPEARANCE ful surprise attack, target is treated d and takes -4 to attack you.	
Niveau 8			On a success	TING APPEARANCE ful surprise attack, opt to demoralis	e en
			Intimidate check DC	$= 10 + Hit_{dice} + WIS$	
Niveau 10		Niveau <b>11</b>		in 10ft are shaken for 1rd + 1rd per frightened unless they pass a will s Vigilante	
Niveau 14			WILL SAVE	EDC Level = 10 + ( ÷ 2)	+
Niveau		Niveau 17	On a success	G APPEARANCE ful surprise attack, target must mak I until the end of your next turn.	e a v
<b>16</b>			V	ENGEANCE STRIKE	
		Niveau	a target, each	ive consecutive standard actions st granting one of: +4 to attack	udyii
Niveau 20		20		+3d6 damage +2 to attack roll (affects critical rai	nge)

	V	/IGILANTE IDENTITY				
Vigilar	nte name		1			
		يها الله الله	4			
			ja Ja			
HIDDEN STRIKE						
BONU DÉGÂ		Vigilante Level				
DONG	d8	= ÷ 2				
Hidden Strike damage can be applied when a target is unaware of you, considers you an ally, or is made flat-footed by Startling Appearance. It can also be applied when a target is flanked or is denied their DEX bonus to AC, but rolling d4s in place of d8s.  On ranged attacks, it only applies within 30 ft.  It is not multiplied by critical hits.  It cannot be non-lethal unless using a non-lethal weapon.  You may apply one hidden strike talent.						
100 111	ау арріу опе					
Niveau	,	UNSHAKEABLE Vigilante Level bonus to resist				
3	+	attempts to Intimidate				
	STA	ARTLING APPEARANCE				
Niveau <b>5</b>	On a succes for your rou	ssful surprise attack, target is treated as flat-foote nd and takes -4 to attack you.	d			
		NING APPEARANCE structure attack, opt to demoralise enemies.				
	Intimidate check DC	$= 10 + \frac{Hit}{dice} + WIS$				
Niveau		thin 10ft are shaken for 1rd + 1rd per 5 over the DC	).			
11	Target is als	so frightened unless they pass a will save. Vigilante				
	WILL SAV	/E DC Level				
		= 10 + ( ÷ 2) + CHA				
Niveau <b>17</b>	On a succes	IG APPEARANCE ssful surprise attack, target must make a will save ed until the end of your next turn.				
	`	VENGEANCE STRIKE				
		o five consecutive standard actions studying ch granting one of:	Ī			

SUCIAL IDENTITY	000747
Social name	SOCIAL
h.4 - 63	SOCIAL TALENTS
	Niveau <b>1</b>
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.	Niveau 3
Attempts to scry on you only work if your current identity is one known to the caster.	Niveau
SEAMLESS GUISE  If suspected while in either identity, gain +20 to disguise checks to appear as your current identity.	
SOCIAL CONNECTIONS	Niveau <b>7</b>
AMICAL HOSTILE	Niveau 9
	,
AMICAL HOSTILE	Niveau
	11
AMICAL HOSTILE	
	Niveau 13
AMICAL HOSTILE	
	Niveau  15
AMICAL HOSTILE	
	Niveau 17
AMICAL HOSTILE	
	Niveau
AMICAL HOSTILE	19