

WILDSOUL AVENGER

NATURAL COURSE

Poziom
2

Poziom
6

Poziom
12

Poziom
18

VIGILANTE TALENTS

Poziom
4

Poziom
8

Poziom
10

Poziom
14

Poziom
16

Poziom
20

VIGILANTE IDENTITY

Vigilante name



AVENGER

**BASE ATTACK
BONUS**

Vigilante
Level

=

UNSHAKEABLE

Poziom
3

+

Vigilante Level bonus to resist
attempts to Intimidate

STARTLING APPEARANCE

Poziom
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 = **10** + **Hit** + **WIS**
check DC dice

Poziom
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

Vigilante
Level

= **10** + (÷ 2) + **CHA**

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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:

Poziom
20

☐☐☐☐ +4 to attack

☐☐☐☐ +3d6 damage

☐☐☐☐ +2 to attack roll (affects critical range)

SOCIAL IDENTITY

Social name



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 sry 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

PRZYJACIELSKI
☐☐☐☐
WROGI

PRZYJACIELSKI
☐☐☐☐
WROGI

PRZYJACIELSKI
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WROGI

PRZYJACIELSKI
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WROGI

PRZYJACIELSKI
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WROGI

PRZYJACIELSKI
☐☐☐☐
WROGI

SOCIAL

SOCIAL TALENTS

Poziom
1

Poziom
3

Poziom
5

Poziom
7

Poziom
9

Poziom
11

Poziom
13

Poziom
15

Poziom
17

Poziom
19