

# GUNMASTER VIGILANTE

## VIGILANTE TALENTS

Niveau 2

Niveau 4

Niveau 6

Niveau 8

Niveau 10

Niveau 12

Niveau 14

Niveau 16

Niveau 18

Niveau 20

## VIGILANTE IDENTITY

Vigilante name



## HABILE

Niveau 4 **CA BONUS** = (        + 2 ) ÷ 6

## GUNMASTER

Niveau 5 **FIREARM BONUS** = (        - 1 ) ÷ 4

## STARTLING APPEARANCE

Niveau 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 dice + **SAG**

Niveau 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

Niveau 17 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:

Niveau 20 ☐☐☐☐ +4 à l'attaque  
☐☐☐☐ +3d6 aux dégâts  
☐☐☐☐ +2 aux jets d'attaque (affecte la portée de critique)

## SOCIAL IDENTITY

Social name



## DOUBLE IDENTITÉ

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

AMICAL ☐☐☐☐ ☒ HOSTILE

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AMICAL ☐☐☐☐ ☒ HOSTILE

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# SOCIAL

## TALENTS SOCIAUX

Niveau 1

Niveau 3

Niveau 5

Niveau 7

Niveau 9

Niveau 11

Niveau 13

Niveau 15

Niveau 17

Niveau 19