WILDSOUL

	STALKER				
	NATURAL COURSE				DO
Poziom 2					X NO
				HIDDEN STRIKE	Ī
Poziom 6		OBRA PREM	AŻENIA //IA	Vigilante Level	
			k 8	= ÷2	
Poziom 12		lt can bonus On ran	lers you an all also be applie to AC, but roll iged attacks, i	ge can be applied when a target is unaw y, or is made flat-footed by Startling Ap d when a target is flanked or is denied ling d4s in place of d8s. t only applies within 30 ft.	ор
Poziom 18		It canr	not be non-let	y critical hits. hal unless using a non-lethal weapon. nidden strike talent.	
	VIGILANTE TALENTS			UNSHAKEABLE	
Poziom	VIOLENTE TALENTS	Poziom 3	+	Vigilante Level bonus to resist attempts to Intimidate	
4			STA	ARTLING APPEARANCE	
Poziom		Poziom 5		sful surprise attack, target is treated as nd and takes -4 to attack you.	; fl
8				NING APPEARANCE sful surprise attack, opt to demoralise e	en
			Intimidate check DC	= 10 + Hit dice + WIS	
Poziom 1		Poziom 11		nin 10ft are shaken for 1rd + 1rd per 5 o o frightened unless they pass a will sav Vigilante	
Poziom			WILL SAV		+
Poziom		Poziom 17	On a success	G APPEARANCE sful surprise attack, target must make a d until the end of your next turn.	3 V
16			7	VENGEANCE STRIKE	
				five consecutive standard actions study h granting one of:	yir
Poziom		Poziom 20		+4 to attack	
20				+3d6 damage +2 to attack roll (affects critical range	e)

	VIGILANTE IDENTITY					
Vigilar	nte name					
	1 1 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1					
HIDDEN STRIKE						
OBRA	ŻENIA Vigilante					
PREM						
	k8 = ÷ 2					
Hidder	n 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.						
	ged attacks, it only applies within 30 ft.					
	ot multiplied by critical hits.					
	ot be non-lethal unless using a non-lethal weapon. ay apply one hidden strike talent.					
	UNSHAKEABLE					
Poziom	,					
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 enemi						
Poziom	Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC.					
11	Target is also frightened unless they pass a will save.					
	Vigilante WILL SAVE DC Level					
	$= 10 + (\div 2) + CHA$					
	-10 + (+2) + CHA					
Poziom	STUNNING APPEARANCE					
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						
Poziom	a target, each granting one of:					
20	+4 to attack					
	□□□□ +3d6 damage					

SOCIAL IDENTITY		
Social name		SOCIAL
1 1 a 3%	×	SOCIAL TALENTS
	Poziom T	
DUAL IDENTITY		
Knowledge checks of one of your identities do not reveal anything	Poziom ⁻	
about the other, unless you have been unmasked. 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	Poziom ⁻	
to the caster. SEAMLESS GUISE	5	
If suspected while in either identity, gain +20 to disguise checks to appear as your current identity.		
SOCIAL CONNECTIONS	Poziom -	
30 3 30 3	7	
PRZYJACIELSKI		
WROGI	Poziom ⁻	
	9 -	
PRZYJACIELSKI		
WROGI	Poziom ⁻	
PRZYJACIELSKI		
WROGI	Poziom ⁻	
	13	
PRZYJACIELSKI		
WROGI	Poziom ⁻	
DETAIL HOLD ON	15	
PRZYJACIELSKI WROGI		
	Poziom ⁻	
PRZYJACIELSKI	17	
WROSI		
	Poziom ⁻	
PRZYJACIELSKI	19	