## WILDSOUL

	AVENGER	Vigila	nte name
Nível 2	NATURAL COURSE		
			AVENGER
Nível 6		BASE	ATTACK Vigilante Level
Nível			UNSHAKEABLE
12		Nível 3	Yigilante Level bonus to resist attempts to Intimidate
Nível			STARTLING APPEARANCE
18		Nível <b>5</b>	On a successful surprise attack, target is treated as flat-footed for your round and takes -4 to attack you.
Nível 4	VIGILANTE TALENTS	Nível 11	FRIGHTENING APPEARANCE On a successful surprise attack, opt to demoralise enemies.  Intimidate check DC = 10 + Hit dice + WIS  Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC.  Target is also frightened unless they pass a will save.
Nível 8			WILL SAVE DC Vigilante Level  = 10 + ( ÷ 2 ) + CAR
Nível 10		Nível 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
Nível 14		Nível 20	Spend up to five consecutive standard actions studying a target, each granting one of:  +4 to attack
Nível			+3d6 damage +2 to attack roll (affects critical range)
16 Nível 20			

VIGILANTE IDENTITY

SOCIAL IDENTITY		COCTAT	
Social name		SOCIAL	
		SOCIAL TALENTS	<b>"</b>
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	Nível -		
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DUAL IDENTITY			
Knowledge checks of one of your identities do not reveal anything about the other, unless you have been unmasked.	Nível -		
Switching identity takes one minute, and must be done out of sight.	<b>)</b> _		
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	5 _		
If suspected while in either identity, gain +20 to disguise checks to			
appear as your current identity.	Nível -		
SOCIAL CONNECTIONS	7 _		
AMIGAVEL			
HOSTILE	Nível –		
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	Nível <b>15</b> _		
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AMIGAVEL	19 _		
HOSTILE			