VIGILANTE
AVENGER

VIGILANTE TALENTS

Level 2

Level 4

Level 6

Level 8

Level 10

Level 12

Level 14

Level 16

Level 18

Level 20

VIGILANTE IDENTITY

Vigilante name

GOOD LAWFUL CHAOTIC EVIL

AVENGER

BASE ATTACK BONUS = Vigilante Level

UNSHAKEABLE

Level 3 + Vigilante Level bonus to resist attempts to Intimidate

STARTLING APPEARANCE

Level 5 On a successful surprise attack, target is treated as flat-footed for your round and takes -4 to attack you.

Level 11

FRIGHTENING APPEARANCE

On a successful surprise attack, opt to demoralize 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.

WILL SAVE DC = 10 + (Vigilante Level ÷ 2) + CHA

Level 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

Level 20

Spend up to five consecutive standard actions studying a target, each granting one of:

- ☐☐☐☐☐ +4 to attack
- ☐☐☐☐☐ +3d6 damage
- ☐☐☐☐☐ +2 to attack roll (affects critical range)

SOCIAL IDENTITY

Social name

GOOD LAWFUL CHAOTIC EVIL

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 scry 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

FRIENDLY ☐☐☐☐☐ HOSTILE

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FRIENDLY ☐☐☐☐☐ HOSTILE

SOCIAL

SOCIAL TALENTS

Level 1

Level 3

Level 5

Level 7

Level 9

Level 11

Level 13

Level 15

Level 17

Level 19