

MOUNTED FURY

VIGILANTE

TALENTOS DE VIGILANTE

Nível **2**

Nível **4**

Nível **8**

Nível **10**

Nível **14**

Nível **16**

Nível **18**

Nível **20**

FURIOUS CHARGE

Nível **6** +4 to attack on a mounted charge.
Not penalty to AC.

Nível **12** **MIGHTY CHARGE**
Double the critical range of your weapons and your mount's attacks.
Make a free bull rush, disarm, sunder or trip attempt, without attack of opportunity.

IDENTIDADE DO VIGILANTE

Nome de Vigilante



MONTARIA

Mount name

Levels as a Druid animal companion, without the share spells ability.
Take no armour check penalty to ride your mount.
If your mount dies, you may find another after a week of mourning.

Nível **3** Your mount shares all your teamwork feats, but does not count as a separate creature while mounted.
Nível **5** Your mount may use your Startling Appearance ability.

INABALÁVEL

Nível **3** + Vigilante Level bonus to resist attempts to Intimidate

STARTLING APPEARANCE

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

APARÊNCIA ATERRORIZANTE

Em um ataque surpresa bem sucedido, opte por desmoralizar inimigos.

Teste de Intimidação CD = 10 + Dado de vida + SAB

Nível **11** Inimigos em até 6m são abalados por 1 rodada + 1 rodada para cada 5 além da CD.
Target is also frightened unless they pass a will save.

TESTE DE VONTADE CD = 10 + (Nível de Vigilante ÷ 2) + CAR

Nível **17** **APARÊNCIA ATORDOANTE**
Em um ataque surpresa bem sucedido, o alvo deve fazer um teste de vontade ou ficar atordoado até o fim do seu próximo turno.

GOLPE VINGATIVO

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

Nível **20** ☐☐☐☐ +4 no ataque
☐☐☐☐ +3d6 de dano
☐☐☐☐ +2 em rolagem de ataque (afeta o alcance de crítico)
You must be mounted when you make the attack.

IDENTIDADE SOCIAL

Nome social



IDENTIDADE DUPLA

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.

CONEXÕES SOCIAIS

AMIGAVEL ☐☐☐☐☐
HOSTIL ☒

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HOSTIL ☒

SOCIAL

TALENTOS SOCIAIS

Nível **1**

Nível **3**

Nível **5**

Nível **7**

Nível **9**

Nível **11**

Nível **13**

Nível **15**

Nível **17**

Nível **19**