WILDSOUL

| Niveau 18 Niveau 19 Niveau 10 Niveau 11 Niveau 11 Niveau 18 Niveau 19 Niveau 19 Niveau 10 Niveau 11 Niveau 12 Niveau 14 Niveau 15 Niveau 16 Niveau 17 Niveau 18 Niveau 19 Niveau 10 Niveau 10 Niveau 10 Niveau 10 Niveau 11 Niveau 12 Niveau 14 Niveau 15 Niveau 16 Niveau 17 Niveau 18 Niveau 19 Niveau 10 Niveau 10 Niveau 10 Niveau 11 Niveau 12 Niveau 14 Niveau 15 Niveau 16 Niveau 17 Niveau 18 Niveau 19 Niveau 10 Niveau | | STALKER | | |
|--|--------------|-------------------|---|--|
| Niveau STARTLING APPEARANCE Niveau 10 Niveau 11 Target is also frightened unless they pass a will save. 12 Niveau 14 Niveau 15 Niveau 16 Niveau 16 Niveau 16 Niveau 16 Niveau 16 Niveau 17 Niveau 17 Niveau 18 Niveau 19 Niveau 19 Niveau 10 Niveau 10 Niveau 10 Niveau 11 Niveau 11 Niveau 12 Niveau 12 Niveau 14 Niveau 15 Niveau 16 Niveau 16 Niveau 17 Niveau 17 Niveau 18 Niveau 19 Niveau 19 Niveau 19 Niveau 10 Niv | | NATURAL COURSE | Н | l: |
| Niveau 12 Niveau 12 Niveau 18 VIGILANTE TALENTS Niveau 18 VIGILANTE TALENTS Niveau 19 Niveau 10 Niveau 10 Niveau 10 Niveau 11 Niveau 11 Niveau 12 Niveau 13 Niveau 14 Niveau 15 Niveau 16 Niveau 17 Niveau 18 Niveau 18 Niveau 19 Niveau 10 Nive | | | | |
| DÉGÂTS Lével | | | | HIDDEN STRIKE |
| Hidden Strike damage can be applied when a target is unawa considers you an ally, or is made flat-footed by Startling App It can also be applied when a target is flanked or is denied the bonus to AC, but rolling 44s in place of d8s. On ranged attacks, it only applies within 30 ft. It is not multiplied by critical hits. It cannot be non-lethal unless using a non-lethal weapon. You may apply one hidden strike talent. VIGILANTE TALENTS Niveau 4 VIGILANTE TALENTS Niveau 5 STARTLING APPEARANCE Niveau 8 STARTLING APPEARANCE Niveau 9 STARTLING APPEARANCE On a successful surprise attack, target is treated as ff for your round and takes -4 to attack you. FRIGHTENING APPEARANCE On a successful surprise attack, opt to demoralise en Intimidate check DC = 10 + Hit check D | _ | | DÉGÂ | ATS Level |
| Niveau A STARTLING APPEARANCE Niveau 8 Niveau 8 Niveau 10 STARTLING APPEARANCE Niveau 10 FRIGHTENING APPEARANCE On a successful surprise attack, target is treated as fl for your round and takes -4 to attack you. FRIGHTENING APPEARANCE On a successful surprise attack, opt to demoralise en Intimidate check DC | 12 Niveau | | consid It can bonus On ran It is no | lers you an ally, or is made flat-footed by Startling App also be applied when a target is flanked or is denied th to AC, but rolling d4s in place of d8s. ged attacks, it only applies within 30 ft. ot multiplied by critical hits. not be non-lethal unless using a non-lethal weapon. |
| Niveau A STARTLING APPEARANCE Niveau 8 Niveau 8 Niveau 10 STARTLING APPEARANCE Niveau FRIGHTENING APPEARANCE On a successful surprise attack, target is treated as fl for your round and takes -4 to attack you. FRIGHTENING APPEARANCE On a successful surprise attack, opt to demoralise en Intimidate check DC Int | | | | UNSHAKEABLE |
| Niveau | | VIGILANTE TALENTS | | Vigilante Level bonus to resist |
| Niveau Niveau Niveau Niveau Niveau 10 Niveau 14 Niveau 16 Niveau 16 Target is also frightened unless they pass a will save. Vigilante Level Niveau 17 Niveau Niveau 18 Niveau 19 Niveau 10 Niveau 10 Niveau 11 Niveau 12 Niveau 13 Niveau 14 Niveau 15 Niveau 16 Niveau 16 Niveau 17 Niveau 18 Niveau 19 Niveau 19 Niveau 10 Niveau 10 Niveau 11 Niveau 12 Niveau 13 Niveau 14 Niveau 15 Niveau 16 Niveau 17 Niveau 18 Niveau 19 Niveau 19 Niveau 10 Niveau 10 Niveau 10 Niveau 11 Niveau 12 Niveau 13 Niveau 14 Niveau 15 Niveau 16 Niveau 17 Niveau 18 Niveau 19 Niveau 19 Niveau 10 | 4 | | | STARTLING APPEARANCE |
| FRIGHTENING APPEARANCE On a successful surprise attack, opt to demoralise en Intimidate check DC = 10 + Hit dice + WIS Niveau 10 Intimidate check DC = 10 + Hit dice + WIS Enemies within 10ft are shaken for 1rd + 1rd per 5 ov Target is also frightened unless they pass a will save. Vigilante Level Niveau 17 STUNNING APPEARANCE On a successful surprise attack, target must make a vor be stunned until the end of your next turn. Niveau 16 VENGEANCE STRIKE Spend up to five consecutive standard actions studying a target, each granting one of: Niveau 20 Niveau 20 Hat dice + WIS STUNNING APPEARANCE On a successful surprise attack, target must make a vor be stunned until the end of your next turn. | | | | |
| Niveau 10 Niveau 11 Niveau 12 Niveau 13 Niveau 14 Niveau 14 Niveau 16 Niveau 16 Niveau 17 Niveau 18 Niveau 19 Niveau 10 Niveau 10 Niveau 10 Niveau 11 Niveau 12 Niveau 13 Niveau 14 Niveau 15 Niveau 16 Niveau 16 Niveau 17 Niveau 18 Niveau 19 Niveau 10 Niveau 10 Niveau 10 Niveau 10 Niveau 11 Niveau 12 Niveau 13 Niveau 14 Niveau 15 Niveau 16 Niveau 17 Niveau 18 Niveau 19 Niveau 10 Niveau | | | | |
| 10 11 Target is also frightened unless they pass a will save. Vigilante Level WILL SAVE DC = 10 + (÷ 2) + Niveau 17 On a successful surprise attack, target must make a wor be stunned until the end of your next turn. Niveau 16 VENGEANCE STRIKE Spend up to five consecutive standard actions studying a target, each granting one of: Niveau 20 +4 to attack | | | | |
| Niveau 16 Niveau 16 Niveau 16 Niveau 16 Niveau 20 Niveau | | | Niveau | Enemies within 10ft are shaken for 1rd + 1rd per 5 ov |
| Niveau 16 STUNNING APPEARANCE On a successful surprise attack, target must make a wor 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 | 10 | | 11 | Vigilante |
| Niveau 17 On a successful surprise attack, target must make a vor 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 Niveau 20 +4 to attack | | | | WILL SAVE DC |
| Niveau 20 VENGEANCE STRIKE Spend up to five consecutive standard actions studying a target, each granting one of: Niveau 20 +4 to attack -346 damage | Niveau | | | On a successful surprise attack, target must make a v |
| a target, each granting one of: Niveau 20 a target, each granting one of: +4 to attack □□□□□ +3d6 damage | _ | | | VENGEANCE STRIKE |
| 20 +3d6 damage | | | Niveau | a target, each granting one of: |
| | | | | |
| | | | | 3 |

| | VIGILANTE IDENTITY | | | |
|--|--|--|--|--|
| Vigilar | ite name | | | |
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| | ************************************** | | | |
| | HIDDEN STRIKE | | | |
| BONU DÉGÂ | Level Level | | | |
| BONU | d8 = ÷ 2 | | | |
| Hidden 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. On ranged attacks, it only applies within 30 ft. It is not multiplied by critical hits. It cannot be non-lethal unless using a non-lethal weapon. You may apply one hidden strike talent. | | | | |
| | UNSHAKEABLE | | | |
| Niveau Vigilante Level bonus to resist attempts to Intimidate | | | | |
| | 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 Hit TATAC | | | |
| | Intimidate check DC = 10 + Hit dice + WIS | | | |
| 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. | | | |
| | Vigilante | | | |
| | WILL SAVE DC Level | | | |
| | = 10 + (÷ 2) + CHA | | | |
| Niveau 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 | | | |
| Niveau | Spend up to five consecutive standard actions studying a target, each granting one of: | | | |

| SOCIAL IDENTITY | COCTAT |
|---|----------------|
| Social name | SOCIAL |
| | SOCIAL TALENTS |
| | Niveau 1 |
| 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. | Niveau 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 to the caster. | Niveau Turan |
| SEAMLESS GUISE If suspected while in either identity, gain +20 to disguise checks to | 5 |
| appear as your current identity. SOCIAL CONNECTIONS | Niveau |
| - SOCIAL CONNECTIONS | 7 |
| AMICAL HOSTILE | Niveau |
| | 9 |
| AMICAL HOSTILE | Niveau |
| | 11 |
| MICAL O | |
| HOSTILE | Niveau 13 |
| AMICAL | 1) |
| HOSTILE | Niveau |
| | 15 |
| AMICAL HOSTILE O | |
| | Niveau |
| AMICAL HOSTILE | 17 |
| | Niveau |
| AMICAL HOSTILE | 19 |