WILDSOIII.

AVENGER		Vigilante name	
	NATURAL COURSE		
Niveau 2			
			A
Niveau 6			JS DE BASE TTAQUE
Niveau			UNS
12		Niveau 3	Yigila + attem
Niveau			STARTLI
18		Niveau 5	On a successful surpri for your round and tak
Niveau 4	VIGILANTE TALENTS		FRIGHTENING AE On a successful surpri Intimidate check DC = 10 Enemies within 10ft at
Niveau 8		- 11 -	WILL SAVE DC = 10
Niveau 10		Niveau 17	STUNNING APPEA On a successful surpri or be stunned until the
			VENGE
Niveau 14		Niveau 20	Spend up to five conse a target, each granting +4 à l'at
Niveau		_	
Niveau 20			

	VIGILANTE IDENTITY		
Vigilar	nte name		
AVENGER			
BONUS DE BASE Vigilante A L'ATTAOUE Level			
A L'ATTAQUE Level			
	=		
UNSHAKEABLE			
Niveau 3	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.		
Niveau 11	FRIGHTENING APPEARANCE On a successful surprise attack, opt to demoralise enemies.		
	Intimidate check DC = 10 + Hit dice + SAG		
	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 20	Spend up to five consecutive standard actions studying a target, each granting one of:		
	□□□□□ +4 à l'attaque		
	□□□□□ +3d6 aux dégâts		
	□□□□□ +2 aux jets d'attaque (affecte la portée de critique)		

SOCIAL IDENTITY **SOCIAL** Social name TALENTS SOCIAUX Niveau 1 DOUBLE IDENTITÉ Knowledge checks of one of your identities do not reveal anything Niveau 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 Niveau to the caster. 5 SEAMLESS GUISE If suspected while in either identity, gain +20 to disguise checks to appear as your current identity. Niveau SOCIAL CONNECTIONS AMICAL HOSTILE Niveau 9 AMICAL HOSTILE Niveau 11 _ AMICAL HOSTILE Niveau 13 AMICAL HOSTILE Niveau 15 AMICAL HOSTILE Niveau 17 AMICAL HOSTILE Niveau 19 HOSTILE