MOUNTED FURY

VIGILANTE				
	VIGILANTE TALENTS			
Stufe 2				
Stufe 4				
Stufe 8				
Stufe 10				
Stufe 14				
Stufe 16				
Stufe 18				
Stufe 20				
	FURIOUS CHARGE			
Stufe 6	+4 to attack on a mounted charge. Not penalty to AC.			

MIGHTY CHARGE

Double the critical range of your weapons and your mount's attacks. 12

Make a free bull rush, disarm, sunder or trip attempt, without attack of opportunity.

	VIGILANTE IDENTITY	
Vigilante name		
		1 1 1 1 1 1 1
		GU CHI SOLA
		CHANGE TON
		1.60t / 40

REITTIER

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.

Your mount shares all your teamwork feats, but does not count as a separate creature while mounted.

Your mount may use your Startling Appearance ability.

UNSHAKEABLE

Stufe

Vigilante Level bonus to resist attempts to Intimidate

STARTLING APPEARANCE

Stufe 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.

 $\frac{\text{Intimidate}}{\text{check DC}} = 10 + \frac{\text{Hit}}{\text{dice}} + WIS$

Stufe Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC.

11 Target is also frightened unless they pass a will save.

Vigilante Level

WILL SAVE DC

STUNNING APPEARANCE Stufe

On a successful surprise attack, target must make a will save or be stunned until the end of your next turn.

VENGEANCE STRIKE

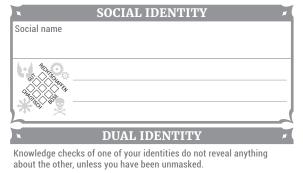
Spend up to five consecutive standard actions studying a target, each granting one of:

□□□□□ +4 to attack Stufe

+3d6 damage 20

+2 to attack roll (affects critical range)

You must be mounted when you make the attack.



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



 FREUNDLICH	
	Z

FREUNDLICH

FEINDLICH













SOCIAL

``	SOCIAL TALENTS	,
0. (
Stufe —		
Stufe -		

Stufe	
5	

Stufe	
7	

Stufe	
9	

Stufe	
11	

Stufe 13	

Stufe	
15	

_	
Stufe	
4.00	
17	

Stufe			

Stufe		
19		