GUNMASTER VIGILANTE		
	VIGILANTE TALENTS	
Poziom 2		
Poziom		
Poziom 6		
Poziom 8		
Poziom 10		
Poziom 12		
Poziom 14		
Poziom 16		
Poziom 18		
Poziom 20		

Vigilante name ZWINNY		
Vigilante name		VIGILANTE IDENTITY
Vigilante Level	Vigilar	
Vigilante Level		
Poziom KP PREMIA Level		ZWINNY
GUNMASTER FIREARM Vigilante Level The standard of the pozion of the po		
FIREARM Vigilante Level The color of the consecutive standard actions studying a target, each granting one of:		
STARTLING APPEARANCE		GUNMASTER
Poziom 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 check DC + Hit dice + WIS Poziom 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 = 10 + (÷ 2) + CHA Poziom 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 Spend up to five consecutive standard actions studying a target, each granting one of: Poziom One of: Poziom Consecutive standard actions studying a target, each granting one of:		BONUS Level
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WILL SAVE DC = 10 + (÷ 2) + CHA Poziom 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 Spend up to five consecutive standard actions studying a target, each granting one of: Poziom DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	11	
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Spend up to five consecutive standard actions studying a target, each granting one of: Poziom 2.0		On a successful surprise attack, target must make a will save
each granting one of: Poziom		VENGEANCE STRIKE
20 +4 to attack		
□□□□□ +3d6 damage		
□□□□□ +2 to attack roll (affects critical range)	20	•

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