	GUNMASTER		VIGILANTE IDENT
	VIGILANTE	Vigila	nte name
	VIGILANTE TALENTS		
		-	
Level		I—	
2			
			NIMBLE
Level			Vigilante
4		Level	AC BONUS Level
-		4	+ = (+ 2
Level			GUNMASTER
6			FIREARM Vigilante
		Level	BONUS Level
		5	+ = (-1)
Level			
8			STARTLING APPEAR
		Level	On a successful surprise attack, target i
		5	for your round and takes -4 to attack yo
Level			FRIGHTENING APPEARANCE
10			On a successful surprise attack, opt to
			Intimidate check DC = 10 + Hit dice + WI
		Level	Enemies within 10ft are shaken for 1rd
Level		11	Target is also frightened unless they pa
12			Vigilante
			WILL SAVE DC Level
Level			= 10 + (
14			
		Level	STUNNING APPEARANCE
		17	On a successful surprise attack, target or be stunned until the end of your next
Level			VENCE ANGE CERT
16			VENGEANCE STRI
			Spend up to five consecutive standard a each granting one of:
		Level	□□□□□ +4 to attack
Level		20	□□□□ +3d6 damage
18			+2 to attack roll (affects of
		_	(aneste c
Level			
20			

	VIGILANTE IDENTITY			
Vigila	nte name			
<u> </u>	1 1 200			
<u></u>	Φ 🕺			
NIMBLE				
Level	Vigilante AC BONUS Level			
4	+ = (+ 2) ÷ 6			
	1			
GUNMASTER				
Level	FIREARM Vigilante BONUS Level			
5	+ = (-1) ÷ 4			
<u> </u>				
	STARTLING APPEARANCE			
Level 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 check DC = 10 + Hit dice + WIS			
Level	= 10 + + W/15			
Level	check DC = 10 + dice + W1S Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC. Target is also frightened unless they pass a will save.			
	check DC = 10 + dice + W1S Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC.			
	check DC = 10 + dice + W1S Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC. Target is also frightened unless they pass a will save. Vigilante			
11	check DC = 10 + dice + W1S Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC. Target is also frightened unless they pass a will save. Vigilante Level			
	check DC = 10 + dice + WIS Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC. Target is also frightened unless they pass a will save. Vigilante Level = 10 + (÷ 2) + CHA STUNNING APPEARANCE On a successful surprise attack, target must make a will save			
11 Level	check DC = 10 + dice + WIS Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC. Target is also frightened unless they pass a will save. Vigilante Level = 10 + (÷ 2) + CHA STUNNING APPEARANCE On a successful surprise attack, target must make a will save or be stunned until the end of your next turn.			
11 Level	Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC. Target is also frightened unless they pass a will save. Vigilante Level = 10 + (÷ 2) + CHA 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			
Level 17	check DC = 10 + dice + WIS Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC. Target is also frightened unless they pass a will save. Vigilante Level = 10 + (÷ 2) + CHA STUNNING APPEARANCE On a successful surprise attack, target must make a will save or be stunned until the end of your next turn.			
11 Level	check DC = 10 + dice + WIS Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC. Target is also frightened unless they pass a will save. Vigilante Level = 10 + (÷ 2) + CHA 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,			

SOCIAL IDENTITY Social name		SOCIAL
Social name		
88 × 14 ×	*	SOCIAL TALENTS
	Level 1	
DUAL IDENTITY		
Knowledge checks of one of your identities do not reveal anything about the other, unless you have been unmasked.	Level	
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.	Level	
SEAMLESS GUISE	5	
If suspected while in either identity, gain +20 to disguise checks to appear as your current identity.		
SOCIAL CONNECTIONS	Level 7	
FRIENDLY HOSTILE	Level	
	9	
FRIENDLY		
NUOTILE	Level 11	
FRIENDLY		
HOSTILE	Level	
	13	
FRIENDLY		
	Level 15	
FRIENDLY		
	Level	
	17	
FRIENDLY HOSTILE		
	Level	
FRIENDLY HOSTILE	19	