VICII ANTE

AVENGER	Vigilante name
VIGILANTE TALENTS Nível 2	
	AVENGER
Nível	BASE ATTACK Vigilante BONUS Level
Nível	UNSHAKEABLE
6	Nível Vigilante Level bonus to resist attempts to Intimidate
Nível	STARTLING APPEARANCE
8	Nível On a successful surprise attack, target is treated as flat-footed for your round and takes -4 to attack you.
Nível 10	FRIGHTENING APPEARANCE On a successful surprise attack, opt to demoralise enemies. Intimidate check DC = 10 + Hit dice + WIS Nível Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC.
Nível	Target is also frightened unless they pass a will save. Vigilante Level = 10 + (÷ 2) + CAR
Nível 14	Nível 17 On a successful surprise attack, target must make a will save or be stunned until the end of your next turn.
Nível 16	VENGEANCE STRIKE Spend up to five consecutive standard actions studying a target, each granting one of: Nível 20
Mixel	+3d6 damage +2 to attack roll (affects critical range)
Nível 18	TO attack foll (affects critical range)
Nível 20	

VIGILANTE IDENTITY

SOCIAL IDENTITY	
Social name	SOCIAL
1.4 . ⊙.	SOCIAL TALENTS
	Nível
*****	1
DUAL IDENTITY	
Knowledge checks of one of your identities do not reveal anything about the other, unless you have been unmasked.	Nível
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	Missel
to the caster.	Nível 5
SEAMLESS GUISE If suspected while in either identity, gain +20 to disguise checks to appear as your current identity.	
	Nível
SOCIAL CONNECTIONS	7
AMIGÁVEL	
HOSTIL	Nível 9
AMIGÁVEL	
MOSTIL	Nível
	11
AMIGÁVEL HOSTIL HOSTIL	
	Nível
AMIGÁVEL	13
HOSTIL	
	Nível
MIGÁVEL	19
HOSTIL	
	Nível 17
AMIGÁVEL HOSTIL	17
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maties	Nível 19
AMIGÁVEL HOSTIL HOSTIL	-7