

# BRUTE VIGILANTE

## VIGILANTE TALENTS

Niveau 2

Niveau 4

Niveau 6

Niveau 8

Niveau 10

Niveau 12

Niveau 14

Niveau 16

Niveau 18

Niveau 20

## VIGILANTE IDENTITY

Vigilante name



## BRUTE FORM

Brute form is savage, dangerous and cannot tell friend from foe.  
Become one size category larger, but gain no ability score increase.

**-2** To AC and any skill of ability checks using **CHA**, **DEX** or **INT**.

**BASE ATTACK  
BONUS**

Vigilante  
Level

Bonus

=  +

Niveau  
**5**

**+1**

Niveau  
**13**

**+2**

Niveau  
**19**

**+3**

Bonus to melee attack  
and damage.

## 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.

## FRIGHTENING APPEARANCE

On a successful surprise attack, opt to demoralise enemies.

**Intimidate** = **10** + **Hit** + **WIS**  
**check DC** **dice**

Niveau  
**11**

Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC.  
Target is also frightened unless they pass a will save.

**WILL SAVE DC**

Vigilante  
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.

## TEAR THEM APART

One making at least two hits as part of a full round attack:

**DAMAGE  
BONUS**

Niveau  
**20**

**d10** +  = **FOR** × **1 1/2**

One making at least four hits as part of a full round attack:

**3d10** +  = **FOR** × **1 1/2**

## SOCIAL IDENTITY

Social name



## BRUTE FORM

When mortally threatened or entering combat, succeed at a Will save  
or enter Brute form. This takes a full round and leaves you flat-footed.

When there are no more enemies to fight, succeed at a Will save or  
turn on your allies; allies can help you to calm down.

**WILL SAVE DC**

Vigilante  
Level

= **10** +  ÷ **2**

Maximum time in brute form: 2 hours at once, 6 hours a day.

On returning to social form, you are fatigued for the same amount of  
time you were in brute form.

## DUAL IDENTITY

Knowledge checks of one of your identities do not reveal anything  
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  
to the caster.

## SEAMLESS GUISE

If suspected while in either identity, gain +20 to disguise checks to  
appear as your current identity.

## SOCIAL CONNECTIONS

AMICAL  
♥ □ □ □ □  
HOSTILE

AMICAL  
♥ □ □ □ □  
HOSTILE

AMICAL  
♥ □ □ □ □  
HOSTILE

AMICAL  
♥ □ □ □ □  
HOSTILE

# SOCIAL

## SOCIAL TALENTS

Niveau 1

Niveau 3

Niveau 5

Niveau 7

Niveau 9

Niveau 11

Niveau 13

Niveau 15

Niveau 17

Niveau 19