

VIGILANTE STALKER

VIGILANTE TALENTS

| | |
|-------|--------------------------|
| Level | <input type="checkbox"/> |
| 2 | |
| Level | <input type="checkbox"/> |
| 4 | |
| Level | <input type="checkbox"/> |
| 6 | |
| Level | <input type="checkbox"/> |
| 8 | |
| Level | <input type="checkbox"/> |
| 10 | |
| Level | <input type="checkbox"/> |
| 12 | |
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| 14 | |
| Level | <input type="checkbox"/> |
| 16 | |
| Level | <input type="checkbox"/> |
| 18 | |
| Level | <input type="checkbox"/> |
| 20 | |

VIGILANTE IDENTITY

Vigilante name



HIDDEN STRIKE

**DAMAGE
BONUS**

Vigilante
Level

$$\boxed{} \text{ d8 } = \div 2$$

Hidden Strike damage can be applied when a target is unaware of you, considers you an ally, or is made flat-footed by Startling Appearance. It can also be applied when a target is flanked or is denied their DEX bonus to AC, but rolling d4s in place of d8s.

On ranged attacks, it only applies within 30 ft.

It is not multiplied by critical hits.

It cannot be non-lethal unless using a non-lethal weapon.

You may apply one hidden strike talent.

UNSHAKEABLE

Level
3

☐

Vigilante Level bonus to resist
attempts to Intimidate

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 demoralize enemies.

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

Level
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

$$\boxed{} = 10 + \left(\div 2 \right) + \text{CHA}$$

Level
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:

Level
20

□□□□ +4 to attack

□□□□ +3d6 damage

□□□□ +2 to attack roll (affects critical range)

SOCIAL IDENTITY

Social name



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 sry 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

FRIENDLY
□□□□
HOSTILE

FRIENDLY
□□□□
HOSTILE

FRIENDLY
□□□□
HOSTILE

FRIENDLY
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HOSTILE

FRIENDLY
□□□□
HOSTILE

SOCIAL

SOCIAL TALENTS

Level
1

Level
3

Level
5

Level
7

Level
9

Level
11

Level
13

Level
15

Level
17

Level
19