

GUNMASTER VIGILANTE

VIGILANTE TALENTS

Nivel **2**

Nivel **4**

Nivel **6**

Nivel **8**

Nivel **10**

Nivel **12**

Nivel **14**

Nivel **16**

Nivel **18**

Nivel **20**

VIGILANTE IDENTITY

Vigilante name



Ágil

Nivel **4** **BON A CA** = (**+**) = (**+ 2**) ÷ 6

GUNMASTER

Nivel **5** **FIREARM BONUS** = (**+**) = (**- 1**) ÷ 4

APARIENCIA ALARMANTE

Nivel **5** On a successful surprise attack, target is treated as flat-footed for your round and takes -4 to attack you.

APARIENCIA ATERRADORA

On a successful surprise attack, opt to demoralise enemies.

Intimidate = 10 + **Dado de golpe** + **SAB**
check DC

Nivel **11** Enemigos a 10 pies estan indispuestos durante 1 as + 1 as por cada 5 por encima de la DC
Objetivo esta también asustado a menos que pase una salvación de voluntad

Nivel **11** **CD SALV VOL** = 10 + (**÷ 2**) + **CAR**

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:

Nivel **20** ☐☐☐☐ +4 al ataque
☐☐☐☐ +3d6 daño
☐☐☐☐ +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.

Cambiar identidades toma un minuto, y debe ser hecho fuera del campo de vision.

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

AMISTOSO ☐☐☐☐☐ ☒ HOSTIL

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SOCIAL

SOCIAL TALENTS

Nivel **1**

Nivel **3**

Nivel **5**

Nivel **7**

Nivel **9**

Nivel **11**

Nivel **13**

Nivel **15**

Nivel **17**

Nivel **19**