CITAINIACTED

GUNIVIASTEK VIGILANTE				
	VIGILANTE TALENTS			
Poziom 2				
Poziom (
Poziom 6				
Poziom 7				
Poziom 10				
Poziom 12				
Poziom 14				
Poziom i				
Poziom 18				
Poziom 20				

VIGILANTE IDENTITY						
Vigilante name						
	1.1.740					
I —						
ZWINNY						
Vigilante						
	KP PREMIA Level					
4	+ = (+ 2) ÷ 6					
GUNMASTER						
	FIREARM Vigilante					
Poziom	BONUS Level					
5	+ = (-1) ÷ 4					
D :	STARTLING APPEARANCE					
5	On a successful surprise attack, target is treated as flat-footed for your round and takes -4 to attack you.					
	FRIGHTENING APPEARANCE					
Poziom 11	On a successful surprise attack, opt to demoralise enemies.					
	Intimidate check DC = 10 + Hit 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 WILL SAVE DC Level					
	= 10 + (÷ 2) + CHA					
	-10 + (+2) + CHA					
Poziom	STUNNING APPEARANCE					
17	On a successful surprise attack, target must make a will save or be stunned until the end of your next turn.					
	VENGEANCE STRIKE					
Poziom 20	Spend up to five consecutive standard actions studying a target, each granting one of:					
	□□□□□ +2 to attack roll (affects critical range)					

SOCIAL IDENTITY		SOCIAL
Social name		SOCIAL
	×	SOCIAL TALENTS
	Poziom [–]	
** ×	_	
DUAL IDENTITY		
Knowledge checks of one of your identities do not reveal anything about the other, unless you have been unmasked.	Poziom ⁻	
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.	Poziom = 5	
SEAMLESS GUISE If suspected while in either identity, gain +20 to disguise checks to		
appear as your current identity.		
SOCIAL CONNECTIONS	Poziom 7	
PRZYJACIELSKI	Poziom [–]	
WROGI	9 _	
PRZYJACIELSKI		
WROGI O	Poziom [–]	
	11	
PRZYJACIELSKI		
WROGI	Poziom [–]	
	13 _	
PRZYJACIELSKI WROGI		
	Poziom -	
PRZYJACIELSKI	15	
WROGI		
	Poziom -	
PRZYJACIELSKI	17	
WROGI		
	Poziom -	
PRZYJACIELSKI	19	
WROGI		