VIGILANTE AVENGER	VIGILANTE IDENTITY
	Vigilante name
VIGILANTE TALENTS	
VIGILANTE TALENTS	
Poziom	
2	
	AVENGER
Poziom	BASE ATTACK Vigilante BONUS Level
4	
	=
Poziom	UNSHAKEABLE
6	Poziom Vigilante Level bonus to resist
	3 attempts to Intimidate
Poziom	STARTLING APPEARANCE
8	Poziom On a successful surprise attack, target is treated as flat-footed
	5 for your round and takes -4 to attack you.
	FRIGHTENING APPEARANCE On a successful surprise attack, opt to demoralise enemies.
Poziom 10	Intimidate check DC = 10 + Hit dice + WIS
10	4.00
	 Poziom Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC. 11 Target is also frightened unless they pass a will save.
Poziom	Vigilante
12	WILL SAVE DC Level
	= 10 + (÷ 2) + CHA
Poziom	Poziom STUNNING APPEARANCE
14	On a successful surprise attack, target must make a will save or be stunned until the end of your next turn.
Poziom	VENGEANCE STRIKE
16	Spend up to five consecutive standard actions studying a target, each granting one of:
	Poziom
	□□□□ +3d6 damage
Poziom 18	+2 to attack roll (affects critical range)
10	
Poziom	
20	

SOCIAL IDENTITY	000111
Social name	SOCIAL
	Poziom
* * *	
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.	Poziom 3
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 WROCI	Poziom
	9
PRZYJACIELSKI	
WROGI	Poziom 11
PRZYJACIELSKI	
WROGI W	
	Poziom 13
PRZYJACIELSKI	
WROGI	Poziom
	15
PRZYJACIELSKI WROCI	
c.	Poziom —
PRZYJACIELSKI	17
WROGI	
	Poziom
PRZYJACIELSKI	19
WROGI	