WILDSOIII.

	AVENGER	Vigila	nte name
Livello =	NATURAL COURSE		
			AVENGER
6 _		BONUBASE	US ATTACCO Vigilante Livello
Livello -			UNSHAKEABLE
12 _		Livello 3	Vigilante Level bonus to resist attempts to Intimidate
Livello -			STARTLING APPEARANCE
18		Livello 5	On a successful surprise attack, target is treated as flat-footed for your round and takes -4 to attack you.
	VIGILANTE TALENTS		FRIGHTENING APPEARANCE On a successful surprise attack, opt to demoralise enemies.
Livello -			Intimidate = 10 + Hit dice + SAG
Livello -		Livello 11	Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC. Target is also frightened unless they pass a will save. Vigilante
8 _			CD TS VOLONTÀ = 10 + (÷ 2) + CAR
			- 10 + (÷ 2) + CAR
Livello —		Livello 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
Livello -		Livello	Spend up to five consecutive standard actions studying a target, each granting one of:
		20	□□□□ +4 to attack □□□□□ +3d6 danni
Livello -			+2 to attack roll (affects critical range)
16			
Livello =			

VIGILANTE IDENTITY

SOCIAL IDENTITY	
Social name	SOCIAL
1 1 456	SOCIAL TALENTS
38 × 150	
	Livello
* Color	1
DUAL IDENTITY	
Knowledge checks of one of your identities do not reveal anything about the other, unless you have been unmasked.	Livello
Switching identity takes one minute, and must be done out of sight.	3
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.	Livello 5
SEAMLESS GUISE	
If suspected while in either identity, gain +20 to disguise checks to appear as your current identity.	
SOCIAL CONNECTIONS	Livello
	7
AMCHEVOLE	
OSTILE	Livello
	9
AMICHEVOLE O	
OSTILE	Livello
	11
AMICHEVOLE OSTILE	
Office	Livello
	13
AMICHEVOLE OSTILE	
	Livello
AMICHEVOLE	15
OSTILE	
	Livello
AMICHEVOLE	17
OSTILE	
	Livello
AMICHEVOLE	19
OSTILE	