GUNMASTER
VIGILANTE

VIGILANTE TALENTS

Уровень **2** _____

Уровень **4** _____

Уровень **6** _____

Уровень **8** _____

Уровень **10** _____

Уровень **12** _____

Уровень **14** _____

Уровень **16** _____

Уровень **18** _____

Уровень **20** _____

VIGILANTE IDENTITY

Vigilante name

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NIMBLE

Vigilante Level

Уровень **4**   КЗ БОНУС

$+ \boxed{} = (\underline{} + 2) \div 6$

GUNMASTER

FIREARM BONUS   Vigilante Level

Уровень **5**

$+ \boxed{} = (\underline{} - 1) \div 4$

STARTLING APPEARANCE

Уровень **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 demoralise enemies.

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

Уровень **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 + (\underline{} \div 2) + $ ХАР

Уровень **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:

Уровень **20**

☐☐☐☐☐   +4 to attack

☐☐☐☐☐   +3d6 damage

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

SOCIAL IDENTITY

Social name

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SOCIAL

SOCIAL TALENTS

Уровень **1** _____

Уровень **3** _____

Уровень **5** _____

Уровень **7** _____

Уровень **9** _____

Уровень **11** _____

Уровень **13** _____

Уровень **15** _____

Уровень **17** _____

Уровень **19** _____

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 scry 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

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