

BRUTE VIGILANTE

VIGILANTE TALENTS

Poziom _____
2 _____

Poziom _____
4 _____

Poziom _____
6 _____

Poziom _____
8 _____

Poziom _____
10 _____

Poziom _____
12 _____

Poziom _____
14 _____

Poziom _____
16 _____

Poziom _____
18 _____

Poziom _____
20 _____

VIGILANTE IDENTITY

Vigilante name _____



BRUTE FORM

Brute form is savage, dangerous and cannot tell friend from foe.
Become one size category larger, but gain no ability score increase.

-2 To AC and any skill of ability checks using **CHA**, **DEX** or **INT**.

**BASE ATTACK
BONUS**

Vigilante
Level

Premia

= _____ + _____

Poziom
5

+1

Poziom
13

+2

Poziom
19

+3

Bonus to melee attack
and damage.

UNSHAKEABLE

Poziom
3

+

Vigilante Level bonus to resist
attempts to Intimidate

STARTLING APPEARANCE

Poziom
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 = **10** + **Hit** + **WIS**
check DC **dice**

Poziom
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

= **10** + (_____ ÷ 2) + **CHA**

Poziom
17

STUNNING APPEARANCE

On a successful surprise attack, target must make a will save
or be stunned until the end of your next turn.

TEAR THEM APART

One making at least two hits as part of a full round attack:

**DAMAGE
BONUS**

Poziom
20

d10 + = **S** × **1 1/2**

One making at least four hits as part of a full round attack:

3d10 + = **S** × **1 1/2**

SOCIAL IDENTITY

Social name _____



BRUTE FORM

When mortally threatened or entering combat, succeed at a Will save
or enter Brute form. This takes a full round and leaves you flat-footed.

When there are no more enemies to fight, succeed at a Will save or
turn on your allies; allies can help you to calm down.

WILL SAVE DC

Vigilante
Level

= **10** + (_____ ÷ 2)

Maximum time in brute form: 2 hours at once, 6 hours a day.

On returning to social form, you are fatigued for the same amount of
time you were in brute form.

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



SOCIAL

SOCIAL TALENTS

Poziom _____
1 _____

Poziom _____
3 _____

Poziom _____
5 _____

Poziom _____
7 _____

Poziom _____
9 _____

Poziom _____
11 _____

Poziom _____
13 _____

Poziom _____
15 _____

Poziom _____
17 _____

Poziom _____
19 _____