VIGILANTE

	STALKEK	
	VIGILANTE TALENTS	
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Niveau 4		
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Niveau 6		
Niveau 8		
Niveau 10		
Niveau 12		
Niveau 14		
Niveau 16		
Niveau 18		
Niveau 20		

	VIGILANTE IDENTITY			
Vigilante name				
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	HIDDEN STRIKE			
BONU DÉGÂ	2010.			
	d8 = ÷ 2			
t can bonus On ran	n Strike damage can be applied when a target is unaware of you, ers you an ally, or is made flat-footed by Startling Appearance. also be applied when a target is flanked or is denied their DEX to AC, but rolling d4s in place of d8s. ged attacks, it only applies within 30 ft.			
	It cannot be non-lethal unless using a non-lethal weapon.			
You m	ay apply one hidden strike talent.			
UNSHAKEABLE				
Niveau 3	Vigilante Level bonus to resist attempts to Intimidate			
	STARTLING APPEARANCE			
Niveau				
5	On a successful surprise attack, target is treated as flat-footed for your round and takes -4 to attack you.			
5	for your round and takes -4 to attack you. FRIGHTENING APPEARANCE On a successful surprise attack, opt to demoralise enemies. Intimidate check DC + 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.			
5 Niveau	for your round and takes -4 to attack you. FRIGHTENING APPEARANCE On a successful surprise attack, opt to demoralise enemies. Intimidate check DC + 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			
5 Niveau	for your round and takes -4 to attack you. FRIGHTENING APPEARANCE 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			
5 Niveau	for your round and takes -4 to attack you. FRIGHTENING APPEARANCE On a successful surprise attack, opt to demoralise enemies. Intimidate check DC + 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 Level			
Niveau 11	FRIGHTENING APPEARANCE On a successful surprise attack, opt to demoralise enemies. Intimidate check DC + 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 Level = 10 + (÷ 2) + CHA STUNNING APPEARANCE On a successful surprise attack, target must make a will save			
Niveau 11	for your round and takes -4 to attack you. FRIGHTENING APPEARANCE On a successful surprise attack, opt to demoralise enemies. Intimidate check DC			

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

SOCIAL IDENTITY **SOCIAL** Social name SOCIAL TALENTS Niveau 1 DUAL IDENTITY Knowledge checks of one of your identities do not reveal anything Niveau 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 Niveau to the caster. 5 SEAMLESS GUISE If suspected while in either identity, gain +20 to disguise checks to appear as your current identity. Niveau SOCIAL CONNECTIONS AMICAL HOSTILE Niveau 9 AMICAL HOSTILE Niveau 11 _ AMICAL HOSTILE Niveau 13 AMICAL HOSTILE Niveau 15 AMICAL HOSTILE Niveau 17 HOSTILE Niveau 19 HOSTILE