BRUTE

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Nível		Brute Beco
Nível 6		BAS BON Nível
Nível 8		Nível
Nível 10		Nível 5
Nível 12		Nível
Nível 14		11
Nível 16		Nível 17
Nível 18		Nível
Nível 20		20

	VIGILANTE IDENTITY	
Vigilante name		
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	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.

BONUS	Vigilante Level	Bonus
	=	+
Nível Nível 5 +1 13 +2	Nível 19 +3	Bonus to melee attack

UNSHAKEABLE

Nivel	1 1	Vigilante Level bonus to resist
3	+	attempts to Intimidate

STARTLING APPEARANCE

Nível 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.

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

Nível Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC.

11 Target is also frightened unless they pass a will save.

WILL SAVE	DC	Level		
	= 10 +	(÷ 2)	+ CAR

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**

 $= FOR \times 1^{1/2}$ d10 + One making at least four hits as part of a full round attack: $= FOR \times 1^{1/2}$ 3d10 +

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×	BRUTE FORM	
	y threatened or entering combat, succeed at a Will save	

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.

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WILL SAVE	DC					L	_e	۷	el					
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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.

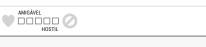
SEAMLESS GUISE

If suspected while in either identity, gain +20 to disguise checks to appear as your current identity.

SOCIAL CONNECTIONS



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SOCIAL

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Nível —	
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