## WILDSOUL

|                 | STALKER           | Vigilal                   | ite name  |  |
|-----------------|-------------------|---------------------------|---|--|
|                 | NATURAL COURSE    |                           |   |  |
| Poziom <b>2</b> |                   |                           |   | oin  |
|                 |                   |                           |   | HIDDEN STRIKE  |
| Poziom 6        |                   | OBRA<br>PREM              | AŻENIA<br>/IIA  | Vigilante<br>Level   |
| _               |                   |                           | k8  | ÷ 2  |
| Poziom 12       |                   | consid<br>It can<br>bonus | lers you an ally<br>also be applied<br>to AC, but rolli | e can be applied when a target is unawa, or is made flat-footed by Startling Appl when a target is flanked or is denied thing d4s in place of d8s.  only applies within 30 ft. |
| Poziom 18       |                   | It is no                  | ot multiplied by<br>not be non-leth                     |  |
|                 | VIGILANTE TALENTS |                           |   | UNSHAKEABLE  |
| Poziom          |                   | Poziom<br>3               | +   | Vigilante Level bonus to resist attempts to Intimidate   |
| 4               |                   |                           |   | RTLING APPEARANCE  |
| Poziom          |                   | Poziom 5                  |   | ful surprise attack, target is treated as f<br>I and takes -4 to attack you.   |
| 8               |                   |                           | On a success  | TING APPEARANCE ful surprise attack, opt to demoralise er = 10 + Hit dice + WIS  |
| Poziom<br>10    |                   | Poziom                    | Enemies with  | in 10ft are shaken for 1rd + 1rd per 5 ov<br>frightened unless they pass a will save   |
|                 |                   |                           | WILL SAVE   | Vigilante<br>E <b>DC</b> Level   |
| Poziom          |                   |                           |   | = 10 + ( ÷ 2)+   |
| Poziom          |                   | Poziom<br><b>17</b>       | On a success  | GAPPEARANCE<br>ful surprise attack, target must make a<br>until the end of your next turn.   |
| <b>16</b>       |                   |                           | V   | ENGEANCE STRIKE  |
|                 |                   | Do=:-:                    |   | ive consecutive standard actions studyi<br>granting one of:  |
| Poziom<br>20    |                   | Poziom<br>20              |   | +4 to attack<br>+3d6 damage<br>+2 to attack roll (affects critical range)  |

|  | VIGILANTE IDENTITY   |  |  |  |  |
|--|--|--|--|--|--|
| Vigilar  | nte name   |  |  |  |  |
|  |  |  |  |  |  |
|  | HIDDEN STRIKE  |  |  |  |  |
| OBRA<br>PREM   | ZENIA Vigilante<br>NIA Level   |  |  |  |  |
|  | k8 = ÷ 2   |  |  |  |  |
| consid<br>It can a<br>bonus<br>On ran<br>It is no<br>It cann | 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. of multiplied by critical hits. not be non-lethal unless using a non-lethal weapon. ay apply one hidden strike talent. |  |  |  |  |
|  | UNSHAKEABLE  |  |  |  |  |
| Poziom<br><b>3</b>   | Vigilante Level bonus to resist  + attempts to Intimidate  |  |  |  |  |
|  | STARTLING APPEARANCE   |  |  |  |  |
| Poziom<br><b>5</b>   | 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 + Hit dice + WIS   |  |  |  |  |
| Poziom<br><b>11</b>  | Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC.  Target is also frightened unless they pass a will save.   |  |  |  |  |
|  | Vigilante WILL SAVE DC Level   |  |  |  |  |
|  | = 10 + ( ÷ 2) + CHA  |  |  |  |  |
| Poziom<br><b>17</b>  | 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   |  |  |  |  |
| Poziom<br><b>20</b>  | Spend up to five consecutive standard actions studying a target, each granting one of:   |  |  |  |  |

| SOCIAL IDENTITY  |                      | SOCIAL         |   |
|--|----------------------|----------------|---|
| Social name  |                      | SUCIAL         |   |
| 3,0  | *                    | SOCIAL TALENTS | * |
|  | Poziom —             |                |   |
| *****  | 1 _                  |                |   |
| DUAL IDENTITY  |                      |                |   |
| nowledge checks of one of your identities do not reveal anything<br>bout the other, unless you have been unmasked.           | Poziom —             |                |   |
| witching identity takes one minute, and must be done out of sight.   | <i>J</i> _           |                |   |
| our two alignments must be within 1 step of each other.<br>oth alignments are real for the purpose of spells, abilities etc. |                      |                |   |
| ttempts to scry on you only work if your current identity is one known o the caster.   | Poziom —             |                |   |
| EAMLESS GUISE suspected while in either identity, gain +20 to disguise checks to   |                      |                |   |
| ppear as your current identity.  | D:                   |                |   |
| SOCIAL CONNECTIONS   | Poziom —             |                |   |
|  |                      |                |   |
| PRZYJACIELSKI  |                      |                |   |
| WROGI  | Poziom —             |                |   |
|  |                      |                |   |
| PRZYJAGIELSKI  |                      |                |   |
| moi  | Poziom —             |                |   |
| PRZYJACIELSKI  | _                    |                |   |
| PRZYJAGIELSKI WROGI  |                      |                |   |
|  | Poziom —             |                |   |
| PRZYJACIELSKI  |                      |                |   |
| WROGI  |                      |                |   |
|  | Poziom —             |                |   |
| PRZYJACIELSKI  | _                    |                |   |
| WROGI  |                      |                |   |
|  | Poziom — <b>17</b> _ |                |   |
| PRZYJACIELSKI WROGI  | -/ _                 |                |   |
|  | D                    |                |   |
| PRZYJAGIEJSKI  | Poziom — <b>19</b> _ |                |   |
| WROGI  | ~                    |                | _ |
|  |                      |                |   |