

WILDSOUL AVENGER

NATURAL COURSE

Niveau
2

Niveau
6

Niveau
12

Niveau
18

VIGILANTE TALENTS

Niveau
4

Niveau
8

Niveau
10

Niveau
14

Niveau
16

Niveau
20

VIGILANTE IDENTITY

Vigilante name



AVENGER

**BONUS DE BASE
A L'ATTAQUE**

Vigilante
Level

=

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.

FRIGHTENING APPEARANCE

On a successful surprise attack, opt to demoralise enemies.

Intimidate
check DC = 10 + Hit
dice + SAG

Niveau
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

STUNNING APPEARANCE

Niveau
17

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:

Niveau
20

☐☐☐☐ +4 à l'attaque

☐☐☐☐ +3d6 aux dégâts

☐☐☐☐ +2 aux jets d'attaque (affecte la portée de critique)

SOCIAL IDENTITY

Social name



DOUBLE IDENTITÉ

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 sry 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

AMICAL ☐☐☐☐ ☒
HOSTILE

AMICAL ☐☐☐☐ ☒
HOSTILE

AMICAL ☐☐☐☐ ☒
HOSTILE

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HOSTILE

AMICAL ☐☐☐☐ ☒
HOSTILE

AMICAL ☐☐☐☐ ☒
HOSTILE

SOCIAL

TALENTS SOCIAUX

Niveau
1

Niveau
3

Niveau
5

Niveau
7

Niveau
9

Niveau
11

Niveau
13

Niveau
15

Niveau
17

Niveau
19