

BRUTE VIGILANTE

VIGILANTE TALENTS

Уровень
2

Уровень
4

Уровень
6

Уровень
8

Уровень
10

Уровень
12

Уровень
14

Уровень
16

Уровень
18

Уровень
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

Бонус

= +

Уровень
5

+1

Уровень
13

+2

Уровень
19

+3

Bonus to melee attack
and damage.

UNSHAKEABLE

Уровень
3

+

Vigilante Level bonus to resist
attempts to Intimidate

STARTLING APPEARANCE

Уровень
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 + **WIS**

Уровень
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** + **XAP**

STUNNING APPEARANCE

Уровень
17

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**

Уровень
20

d10 + = **СИЛ** × **1 1/2**

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

3d10 + = **СИЛ** × **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

Уровень
1

Уровень
3

Уровень
5

Уровень
7

Уровень
9

Уровень
11

Уровень
13

Уровень
15

Уровень
17

Уровень
19