GUNMASTER		VIGILANTE IDENTITY			
VIGILANTE	Vigil	ante name			
Stufe 2	NTS				
		NIMBLE			
Stufe 4	Stufe	RK BONUS  + = ( + 2) ÷ 6			
Stufe		GUNMASTER			
6	Stufe 5	FIREARM Sonus Vigilante Level Level + = ( -1) ÷ 4			
Stufe 8		STARTLING APPEARANCE			
	Stufe 5	On a successful surprise attack, target is treated as flat-footed for your round and takes -4 to attack you.			
Stufe 10		FRIGHTENING APPEARANCE On a successful surprise attack, opt to demoralise enemies.  Intimidate check DC = 10 + Hit dice + WIS			
Stufe <b>12</b>	Stufe <b>11</b>	Target is also frightened unless they pass a will save.  Vigilante			
Stufe 14		WILL SAVE DC Level $= 10 + (                                 $			
	Stufe <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.			
Stufe		VENGEANCE STRIKE			
Stufe 18	Stufe 20	Spend up to five consecutive standard actions studying a target, each granting one of:			
Stufe 20					

	SOCIAL IDENTITY		COCIAI	
Social name		SOCIAL		
	L 1 0 alle	×	SOCIAL TALENTS	<b>"</b>
		Stufe -		
	***	_		
	DUAL IDENTITY			
	Knowledge checks of one of your identities do not reveal anything about the other, unless you have been unmasked.	Stufe -		
	Switching identity takes one minute, and must be done out of sight.	<i>J</i> _		
	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.	Stufe -		
	SEAMLESS GUISE	5 _		
	If suspected while in either identity, gain +20 to disguise checks to appear as your current identity.			
	SOCIAL CONNECTIONS	Stufe -		
		7 _		
	FREUNDLICH			
	FEINDLICH	Stufe -		
		9 _		
	FREUNDLICH			
	FEINDLICH	Stufe -		
		11 _		
	FREUNDLICH O			
	FEINDLICH	Stufe -		
		13 _		
	FREUNDLICH FEINDLICH FEINDLICH			
		Stufe -		
	FREUNDLICH	15 _		
	FEINDLICH			
		Stufe -		
	FREUNDLICH	17 _		
	FEINDLICH			
		Stufe -		
	FREUNDLICH	19 _		
	FEINDLICH			