

BRUTE VIGILANTE

TALENTOS DE VIGILANTE

Nível **2**

Nível **4**

Nível **6**

Nível **8**

Nível **10**

Nível **12**

Nível **14**

Nível **16**

Nível **18**

Nível **20**

IDENTIDADE DO VIGILANTE

Nome de Vigilante



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**.

BÔNUS BASE DE ATAQUE

Nível de
Vigilante Bônus

= +

Nível **5** +1 Nível **13** +2 Nível **19** +3 Bonus to melee attack and damage.

INABALÁVEL

Nível **3** + Vigilante Level bonus to resist attempts to Intimidate

STARTLING APPEARANCE

Nível **5** On a successful surprise attack, target is treated as flat-footed for your round and takes -4 to attack you.

APARÊNCIA ATERRORIZANTE

Em um ataque surpresa bem sucedido, opte por desmoralizar inimigos.

Teste de Intimidação $\text{CD} = 10 + \text{Dado de vida} + \text{SAB}$

Nível **11** Inimigos em até 6m são abalados por 1 rodada + 1 rodada para cada 5 além da CD. Target is also frightened unless they pass a will save.

TESTE DE VONTADE $\text{CD} = 10 + \left(\frac{\text{Nível de Vigilante}}{2} \right) + \text{CAR}$

APARÊNCIA ATORDOANTE

Nível **17** Em um ataque surpresa bem sucedido, o alvo deve fazer um teste de vontade ou ser atordoado até o fim do seu próximo turno.

TEAR THEM APART

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

DAMAGE BONUS

Nível **20** $\text{d}10 + \text{FOR} \times 1\frac{1}{2}$

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

$3\text{d}10 + \text{FOR} \times 1\frac{1}{2}$

IDENTIDADE SOCIAL

Nome social



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.

TESTE DE VONTADE $\text{CD} = 10 + \left(\frac{\text{Nível de Vigilante}}{2} \right)$

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.

IDENTIDADE DUPLA

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.

CONEXÕES SOCIAIS

AMIGAVEL
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HOSTIL

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HOSTIL

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HOSTIL

AMIGAVEL
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HOSTIL

SOCIAL

TALENTOS SOCIAIS

Nível **1**

Nível **3**

Nível **5**

Nível **7**

Nível **9**

Nível **11**

Nível **13**

Nível **15**

Nível **17**

Nível **19**