BRUTE VIGILANTE			
	VIGILANTE TALENTS		
Poziom 2			
Poziom 4			
Poziom 6			
Poziom 8			
Poziom 10			
Poziom 12			
Poziom 14			
Poziom 16			
Poziom 18			
Poziom 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				
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Poziom 0 a1/		BONUS		
20 d10 + = 3 × 1½	20	$d_{10} + = S \times 1^{1/2}$		
One making at least four hits as part of a full round attack:		One making at least four hits as part of a full round attack:		
3d10 + = S × 1 ¹ / ₂		2d10 S × 11/2		

SOCIAL IDENTITY Social name	SOCIAL
social name	SOCIAL
3.0	SOCIAL TALENTS
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	Poziom 1
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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.	Poziom 3
Vhen there are no more enemies to fight, succeed at a Will save or urn on your allies; allies can help you to calm down.	
Vigilante VILL SAVE DC Level	Poziom
= 10 + (÷ 2)	5
= 10 + (÷ 2)	
Maximum time in brute form: 2 hours at once, 6 hours a day.	
In returning to social form, you are fatigued for the same amount of ime you were in brute form.	Poziom 7
DUAL IDENTITY	-
Cnowledge checks of one of your identities do not reveal anything bout the other, unless you have been unmasked.	
witching identity takes one minute, and must be done out of sight.	Poziom 9
our two alignments must be within 1 step of each other. both alignments are real for the purpose of spells, abilities etc.	7
attempts to scry on you only work if your current identity is one known of the caster.	
BEAMLESS GUISE	Poziom
f suspected while in either identity, gain +20 to disguise checks to ppear as your current identity.	11
SOCIAL CONNECTIONS	
	Poziom 13
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PAZ JANGELSKI	
	Poziom
	15
PRZYJACIELSKI WROGI	
	Poziom ————————————————————————————————————
PRZYJACIELSKI	17
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PRZYJACIELSKI WROGI

Poziom 19