

VIGILANTE STALKER

VIGILANTE TALENTS

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Nivel		<input type="checkbox"/>
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Nivel		<input type="checkbox"/>
18		
Nivel		<input type="checkbox"/>
20		

VIGILANTE IDENTITY

Vigilante name



HIDDEN STRIKE

BON DAÑO

Vigilante Level

$$\boxed{\text{d8}} = \boxed{\text{d8}} \div 2$$

Hidden Strike damage can be applied when a target is unaware of you, considers you an ally, or is made flat-footed by Startling Appearance. It can also be applied when a target is flanked or is denied their DEX bonus to AC, but rolling d4s in place of d8s.

On ranged attacks, it only applies within 30 ft.

It is not multiplied by critical hits.

It cannot be non-lethal unless using a non-lethal weapon.

You may apply one hidden strike talent.

UNSHAKEABLE

Nivel

3

+

Vigilante Level bonus to resist attempts to Intimidate

APARIENCIA ALARMANTE

Nivel

5

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

APARIENCIA ATERRADORA

On a successful surprise attack, opt to demoralise enemies.

$$\text{Intimidate check DC} = 10 + \text{Dado de golpe} + \text{SAB}$$

Nivel

11

Enemigos a 10 pies estan indispuestos durante 1 as + 1 as por cada 5 por encima de la CD.

Objetivo esta también asustado a menos que pase una salvación de voluntad

CD SALV VOL

$$\boxed{\text{CD SALV VOL}} = 10 + \left(\boxed{\text{CD SALV VOL}} \div 2 \right) + \text{CAR}$$

Nivel

17

STUNNING APPEARANCE

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:

Nivel

20

□□□□ +4 al ataque

□□□□ +3d6 daño

□□□□ +2 to attack roll (affects critical range)

SOCIAL IDENTITY

Social name



DUAL IDENTITY

Knowledge checks of one of your identities do not reveal anything about the other, unless you have been unmasked.

Cambiar identidades toma un minuto, y debe ser hecho fuera del campo de vision.

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

AMISTOSO
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HOSTIL

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SOCIAL

SOCIAL TALENTS

Nivel

1

Nivel

3

Nivel

5

Nivel

7

Nivel

9

Nivel

11

Nivel

13

Nivel

15

Nivel

17

Nivel

19