BRUTE

VIGILANTE						
VIGILANTE TALENTS						
Livello 2						
Livello 4						
Livello 6						
Livello 8						
Livello 10						
Livello 12						
Livello 14						
Livello 16						
Livello 18						
Livello 20						

	VIGILANTE IDENTITY					
Vigilar	nte name					
	and tight					
	BRUTE FORM					
	orm is savage, dangerous and cannot tell friend from foe. The 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 Vigilante Bonus JS Livello					
	= +					
Livello 5	+1 Livello +3 Bonus to melee attack and damage.					
UNSHAKEABLE						
Livello Yigilante Level bonus to resist attempts to Intimidate						
	STARTLING APPEARANCE					
Livello 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					
Livello 11	Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC. Target is also frightened unless they pass a will save.					
**	Vigilante					
	WILL SAVE DC Livello					
	= 10 + (÷ 2) + CAR					
Livello 17	STUNNING APPEARANCE 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					
Livello 20	$d_{10} + = FOR \times 1^{1}/2$					
	One making at least four hits as part of a full round attack:					

= FOR × 1¹/₂

3d10 +

Social name BRUTE FORM When mortally threatened or entering combat, succeed at a Will save or turn on your allies, allies can help you to calm down. Vigilante Livello 1 1 2 1 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1	SOCIAL IDENTITY		COCIAI
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