VICII ANIME

VIGILANTE	VIGILANTE IDENTITY		
AVENGER	Vigilante name		
VIGILANTE TALENTS			
Level 2			
	AVENGER		
Level	BASE ATTACK BONUS Level		
Level	UNSHAKEABLE		
6	Level Vigilante Level bonus to resist attempts to Intimidate		
	STARTLING APPEARANCE		
Level 8	Level On a successful surprise attack, target is treated as flat-footed for your round and takes -4 to attack you.		
Level 10	FRIGHTENING APPEARANCE On a successful surprise attack, opt to demoralize enemies. Intimidate check DC = 10 + Hit dice + WIS Level Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC.		
Level 12	Target is also frightened unless they pass a Will save. Vigilante Level = 10 + (÷ 2) + CHA		
Level 14	Level 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		
16	Spend up to five consecutive standard actions studying a target, each granting one of: Level		
18	+2 to attack roll (affects critical range)		
Level 20			

SOCIAL IDENTITY		COCTAT
Social name		SOCIAL
1.1.00	×	SOCIAL TALENTS
	Level 1	
DUAL IDENTITY		
Knowledge checks of one of your identities do not reveal anything about the other, unless you have been unmasked.	Level	
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.	Level 5	
SEAMLESS GUISE If suspected while in either identity, gain +20 to disguise checks to		
appear as your current identity.	Level	
SOCIAL CONNECTIONS	7	
FRIENDLY	Level	
WOONEL	9	
FRIENDLY		
HOSTILE	Level	
	11	
FRIENDLY		
	Level	
FRIENDLY	13	
HOSTILE		
	Level	
FRIENDLY	15	
HOSTILE		
	Level	
FRIENDLY	17	
HOSTILE		
	Level	
FRIENDLY	19	
HOSTILE		