

# WILDSOUL AVENGER

## NATURAL COURSE

Level 2

Level 6

Level 12

Level 18

## VIGILANTE TALENTS

Level 4

Level 8

Level 10

Level 14

Level 16

Level 20

## VIGILANTE IDENTITY

Vigilante name



## AVENGER

**BASE ATTACK  
BONUS**

Vigilante  
Level

=         

## UNSHAKEABLE

Level  
**3**



Vigilante Level bonus to resist  
attempts to Intimidate

## STARTLING APPEARANCE

Level  
**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 demoralize enemies.

Intimidate  
check DC = 10 + Hit  
dice + WIS

Level  
**11**

Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC.  
Target is also frightened unless they pass a Will save.

**WILL SAVE DC**

Vigilante  
Level

= 10 + (          ÷ 2 ) + **CHA**

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

Spend up to five consecutive standard actions studying  
a target, each granting one of:

Level  
**20**

□□□□ +4 to attack

□□□□ +3d6 damage

□□□□ +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.

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 sly 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

FRIENDLY  
□□□□  
HOSTILE

FRIENDLY  
□□□□  
HOSTILE

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HOSTILE

FRIENDLY  
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HOSTILE

# SOCIAL

## SOCIAL TALENTS

Level 1

Level 3

Level 5

Level 7

Level 9

Level 11

Level 13

Level 15

Level 17

Level 19