## VIGILANTE

AVENGER	Vigilante name		
Stufe 2			
	AVENGER		
Stufe	BASE ATTACK BONUS  Level  =		
Stufe	UNSHAKEABLE		
6	Stufe Vigilante Level bonus to resist attempts to Intimidate		
Stufe	STARTLING APPEARANCE		
8	Stufe On a successful surprise attack, target is treated as flat-footed for your round and takes -4 to attack you.		
Stufe 10	FRIGHTENING APPEARANCE On a successful surprise attack, opt to demoralise enemies.  Intimidate check DC Hit dice + WIS		
Stufe 12	Stufe Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC.  Target is also frightened unless they pass a will save.  Vigilante Level  = 10 + ( ÷ 2) + CH		
Stufe	Stufe 17 Sture On a successful surprise attack, target must make a will save or be stunned until the end of your next turn.		
	VENGEANCE STRIKE		
Stufe	Spend up to five consecutive standard actions studying a target, each granting one of:  Stufe 20 +4 to attack		
Stufe 18	+2 to attack roll (affects critical range)		
Stufe 20			

VIGILANTE IDENTITY

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CHOPSON SET		Stufe <sup>-</sup>		
Knowledge checks	DUAL IDENTITY of one of your identities do not reveal anything	1		
about the other, unl	less you have been unmasked.	Stufe <sup>-</sup>		
	takes one minute, and must be done out of sight. ts must be within 1 step of each other.			
Both alignments are	e real for the purpose of spells, abilities etc.			
Attempts to scry on to the caster.	n you only work if your current identity is one known	Stufe 5		
SEAMLESS GUI		<i>J</i> .		
If suspected while i appear as your curr	in either identity, gain +20 to disguise checks to rent identity.			
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