

WILDSOUL AVENGER

NATURAL COURSE

Stufe
2

Stufe
6

Stufe
12

Stufe
18

VIGILANTE TALENTS

Stufe
4

Stufe
8

Stufe
10

Stufe
14

Stufe
16

Stufe
20

VIGILANTE IDENTITY

Vigilante name



AVENGER

**BASE ATTACK
BONUS**

Vigilante
Level

=

UNSHAKEABLE

Stufe
3

+

Vigilante Level bonus to resist
attempts to Intimidate

STARTLING APPEARANCE

Stufe
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 = 10 + Hit
dice + WIS

Stufe
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) + CH

Stufe
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:

Stufe
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 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

FREUNDLICH
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FEINDLICH

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FEINDLICH

SOCIAL

SOCIAL TALENTS

Stufe
1

Stufe
3

Stufe
5

Stufe
7

Stufe
9

Stufe
11

Stufe
13

Stufe
15

Stufe
17

Stufe
19