WILDSOUL

STALKER	Vigilante name	
NATURAL COURSE Level 2		
	HIDDEN STRIKE	
6	DAMAGE Vigilante BONUS Level	
	÷ 2	
Level 12	Hidden Strike damage can be applied when a target is unaware of you, considers you an ally, or is made flat-footed by Startling Appearance. It can also be applied when a target is flanked or is denied their DEX bonus to AC, but rolling d4s in place of d8s. On ranged attacks, it only applies within 30 ft.	
Level 18	It is not multiplied by critical hits. It cannot be non-lethal unless using a non-lethal weapon. You may apply one hidden strike talent.	
VIGILANTE TALENTS	UNSHAKEABLE	
Level	Level Vigilante Level bonus to resist attempts to Intimidate	
4	STARTLING APPEARANCE	
	Level On a successful surprise attack, target is treated as flat-footed for your round and takes -4 to attack you.	
Level 8	FRIGHTENING APPEARANCE On a successful surprise attack, opt to demoralise enemies.	
	Intimidate check DC = 10 + Hit dice + WIS	
Level	Level Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC.	
10	Target is also frightened unless they pass a will save. Vigilante WILL SAVE DC Level	
Level 14	= 10 + (÷ 2) + CHA	
Level	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.	
16	VENGEANCE STRIKE	
Level 20	Spend up to five consecutive standard actions studying a target, each granting one of: Level	

VIGILANTE IDENTITY

SOCIAL IDENTITY	COCIAI
Social name	SOCIAL
0.00	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. Switching identity takes one minute, and must be done out of sight.	Level
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
SEAMLESS GUISE If suspected while in either identity, gain +20 to disguise checks to appear as your current identity.	5
SOCIAL CONNECTIONS	Level 7
FRIENDLY HOSTILE	Level 9
FRIENDLY	
	11
FRIENDLY HOSTILE	
	13
FRIENDLY	
	Level
FRIENDLY HOSTILE	
	Level
FRIENDLY	17
	Level
FRIENDLY	19