MOUNTED FURY

VIGILANTE				
	VIGILANTE TALENTS			
Level 2				
Level 4				
Level				
Level 10				
Level				
Level 16				
Level 18				
Level 20				
	FURIOUS CHARGE			
Level 6	+4 to attack on a mounted charge. Not penalty to AC.			

MIGHTY CHARGE

Double the critical range of your weapons and your mount's attacks. 12

Make a free bull rush, disarm, sunder or trip attempt, without attack of opportunity.

VIGILANTE IDENTITY Vigilante name

MOUNT

Mount name

Levels as a Druid animal companion, without the share spells ability. Take no armour check penalty to ride your mount.

If your mount dies, you may find another after a week of mourning.

Level Your mount shares all your teamwork feats, but does not count as a separate creature while mounted.

Your mount may use your Startling Appearance ability.

UNSHAKEABLE

Level Vigilante Level bonus to resist attempts to Intimidate

STARTLING APPEARANCE

Level On a successful surprise attack, target is treated as flat-footed 5 for your round and takes -4 to attack you.

FRIGHTENING APPEARANCE

On a successful surprise attack, opt to demoralise enemies.

 $\frac{\text{Intimidate}}{\text{check DC}} = 10 + \frac{\text{Hit}}{\text{dice}} + WIS$

Level Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC.

11 Target is also frightened unless they pass a will save.

Vigilante Level

WILL SAVE DC

STUNNING APPEARANCE Level

On a successful surprise attack, target must make a will save or be stunned until the end of your next turn.

VENGEANCE STRIKE

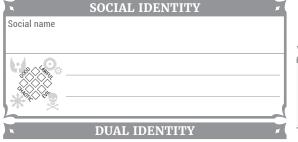
Spend up to five consecutive standard actions studying a target, each granting one of:

□□□□□ +4 to attack Level

+3d6 damage 20

+2 to attack roll (affects critical range)

You must be mounted when you make the attack.



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 scry 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

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Level

3

HOSTILE	2

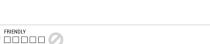
OSTILE	0













FRIENDLY

FRIENDLY







SOCIAL

-	SOCIAL TALENTS	
Level 1		

Level	
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11			

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13			

Level	
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Level	
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