VIGILANTE	VIGILANTE IDENTITY Vigilante name		
AVENGER			
VIGILANTE TALENTS			
VIOLENTE TALENTS	80/56.		
Livello			
2	Schira.		
	AVENGER		
Livello —	BONUS ATTACCO Vigilante		
4	BASE Livello		
	=		
Livello	UNSHAKEABLE		
6	Livello Vigilante Level bonus to resist attempts to Intimidate		
	STARTLING APPEARANCE		
Livello 8	Livello On a successful surprise attack, target is treated as flat-footed		
0	5 for your round and takes -4 to attack you.		
	FRIGHTENING APPEARANCE		
Livello	On a successful surprise attack, opt to demoralise enemies. Intimidate		
10	$\begin{array}{l} \text{Intimidate} \\ \text{check DC} \end{array} = 10 + \begin{array}{l} \text{Hit} \\ \text{dice} \end{array} + \mathbf{SAG}$		
	Livello Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC. 11 Target is also frightened unless they pass a will save		
Livello	11 Target is also frightened unless they pass a will save. Vigilante		
12	CD TS VOLONTÀ Livello		
	= 10 + (÷ 2) + CAR		
Livello	Livello STUNNING APPEARANCE		
14	On a successful surprise attack, target must make a will save or be stunned until the end of your next turn.		
	VENGEANCE STRIKE		
Livello 16	Spend up to five consecutive standard actions studying a target, each granting one of:		
	Livello -+4 to attack		
	20 +3d6 danni		
Livello			
18			
Livello			
20			

SOCIAL IDENTITY		COCTAT
Social name		SOCIAL
	``	SOCIAL TALENTS
.\$ ² \\.\forall \text{\$\text{\$\chi_{\text{\$\chi_{\text{\$\chi_{\chi_{\text{\$\chi_{\chi}}}}}}}}\end{color \rightarrow}}}}}}}}}}} \\ \end{cases \tau \chi_{\chi\tiny{\chi_{\chi\ti}}\chi_{\chi_{\chi_{\chi_{\chi_{\chi_{\chi_{\chi_{\chi_{\chi\ti}{\chi_{\chi\tingm\tangb{\chi_{\chi_{\chi_{\chi_{\chi_{\chi_{\chi_{\chi_{\chi\tiny{\chi_{\chi_{\chi_{\chi_{\chi_{\chi_{\chi_{\chi_{\chi_{\chi\tingm\chi_{\chi_{\chi_{\chi_{\chi_{\chi_{\chi_{\chi_{\chi_{\chi\ting\tin_{\chi_{\chi_{\chi_{\chi_{\chi_{\chi_{\chi_{\chi_{\chi\tingle\tingle\chi_{\chi\tingle\chi_{\chi_{\chi_{\chi_{\chi_{\chi\tingle\chi_{\chi_{\chi\tingle\chi\tin_{\chi_{\chi_{\chi_{\chi}\}\chi_{\chi}\ti}\chi_{\chi\ti}\chi_{\chi\ti}\chi_{\chi\ti}\chi\chi_{\chi\ti}\chi_{\chi\ti}\chi_{\chi\ti}\ti}\chi_{\chin}\chin_{\chin\tin}\chi\tin_{\chi		
	Livello -	
* to the same	1 _	
DUAL IDENTITY		
Knowledge checks of one of your identities do not reveal anything	Livello -	
about the other, unless you have been unmasked. Switching identity takes one minute, and must be done out of sight.	3 _	
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.	Livello –	
SEAMLESS GUISE) _	
If suspected while in either identity, gain +20 to disguise checks to		
appear as your current identity.	Livello —	
SOCIAL CONNECTIONS	7 _	
AMICHEVOLE		
OSTILE	Livello –	
	_	
AMICHEVOLE OF THE PROPERTY OF		
OSTILE	Livello -	
	11 _	
AMICHEVOLE		
OSTILE	Livello -	
	13 _	
AMICHEVOLE		
OSTILE		
	Livello —	
AMICHEVOLE	-) _	
OSTILE		
	Livello -	
AMICHEVOLE	17 _	
OSTILE		
	Livelle -	
AMICHEVOLE	Livello	
OSTILE		