## WILDSOUL

AVENGER	Vigilante name
NATURAL COURSE  Nível 2	
	AVENGER
Nível 6	BASE ATTACK BONUS  Vigilante Level  =
Nível	UNSHAKEABLE
12	Nível Vigilante Level bonus to resist attempts to Intimidate
Nível	STARTLING APPEARANCE
18	Nível On a successful surprise attack, target is treated as flat-footed for your round and takes -4 to attack you.
VIGILANTE TALENTS  Nível 4	FRIGHTENING APPEARANCE On a successful surprise attack, opt to demoralise enemies.  Intimidate check DC = 10 + Hit dice + WIS  Nível Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC.  11 Target is also frightened unless they pass a will save
Nível 8	Target is also frightened unless they pass a will save.  Vigilante  WILL SAVE DC  = 10 + ( ÷ 2) + CAR
Nível 10	Nível 17 On a successful surprise attack, target must make a will save or be stunned until the end of your next turn.
	VENGEANCE STRIKE
Nível <b>14</b>	Spend up to five consecutive standard actions studying a target, each granting one of:  Nível 20 +4 to attack
Nível	- +2 to attack roll (affects critical range)
Nível 20	

VIGILANTE IDENTITY

SOCIAL IDENTITY	
Social name	SOCIAL
	Nível  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.  Your two alignments must be within 1 step of each other.  Both alignments are real for the purpose of spells, abilities etc.	Nível 3
Attempts to scry on you only work if your current identity is one known to the caster.	Nível <b>5</b>
SEAMLESS GUISE If suspected while in either identity, gain +20 to disguise checks to appear as your current identity.	
SOCIAL CONNECTIONS	Nível
	7
AMIGÁVEL O O O O O O O O O O O O O O O O O O O	N/ 1
HOSTILE	Nível 9
AMIGÁVEL ON HOSTILE	Nível
	11
AMIGÁVEL	
MOSTILE	
	Nível
	13
AMIGÁVEL HOSTILE	
	Nível
AMIGÁVEL	15
AMIGNEE HOSTILE	
	Nível
AMIGÁVEL	17
HOSTILE	
	Nível
AMIGÁVEL	19
HOSTILE	