

# MOUNTED FURY VIGILANTE

## VIGILANTE TALENTS

Stufe **2**

Stufe **4**

Stufe **8**

Stufe **10**

Stufe **14**

Stufe **16**

Stufe **18**

Stufe **20**

## FURIOUS CHARGE

Stufe **6** +4 to attack on a mounted charge.  
Not penalty to AC.

Stufe **12** **MIGHTY CHARGE**  
Double the critical range of your weapons and your mount's attacks.  
Make a free bull rush, disarm, sunder or trip attempt, without attack of opportunity.

## VIGILANTE IDENTITY

Vigilante name



## REITTIER

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.

Stufe **3** Your mount shares all your teamwork feats, but does not count as a separate creature while mounted.  
Stufe **5** Your mount may use your Startling Appearance ability.

## 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 = 10 + (Vigilante Level ÷ 2) + CH

## STUNNING APPEARANCE

Stufe **17** 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)  
You must be mounted when you make the attack.

## 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 ☐☐☐☐☐  
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**