## WILDSOUL

	NATURAL COURSE
	MITCHIE GOORSE
Niveau	
2	
2	
Niveau	
6	
Niveau	
12	
Niveau	
18	
	MICH AND TALENTS
	VIGILANTE TALENTS
Niveau	
4	
Niveau	
Niveau <b>8</b>	
8 Niveau	
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8 Niveau	
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8 Niveau	
Niveau 10	
Niveau 10 Niveau	
Niveau 10	
Niveau 10 Niveau	
Niveau 10 Niveau	
Niveau 10 Niveau	
Niveau 10 Niveau 14	
Niveau 14 Niveau 16	

Vigilante name  HIDDEN STRIKE  BONUS DE Vigilante Level  DORUS DE Vigilante Level  ### 15			
HIDDEN STRIKE  BONUS DE		VIGILANTE IDENTITY	
BONUS DE DÉGÂTS     As   Factor	Vigilar	nte name	
BONUS DE DÉGÂTS     As   Factor			
BONUS DE DÉGÂTS     As   Factor		L.L.O.	
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BONUS DE DÉGÂTS     As   Factor			
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. 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.  UNSHAKEABLE  Niveau  This is not multiplied by critical hits. It cannot be non-lethal unless using a non-lethal weapon. You may apply one hidden strike talent.  UNSHAKEABLE  Niveau  This is not multiplied by critical hits. It cannot be non-lethal unless using a non-lethal weapon. You may apply one hidden strike talent.  UNSHAKEABLE  Niveau  This is also frightened unless that cannot be resist attempts to Intimidate  STARTLING APPEARANCE  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  This is also frightened unless they pass a will save.  Vigilante  WILL SAVE DC  Target is also frightened unless they pass a will save.  Vigilante  WILL SAVE DC  Level  The impurity of the consecutive standard actions studying a target, each granting one of:  Niveau  This is also frightened unless thanked actions studying a target, each granting one of:  Niveau  100  110  120  120  131  142  153  164  175  165  176  176  176  177  178  179  170  170  170  170  170  170  170			
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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. 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.  UNSHAKEABLE  Niveau  THE Vigilante Level bonus to resist attempts to Intimidate  STARTLING APPEARANCE  Niveau  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 = 10 + Hit + WIS  Niveau  Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC.  Target is also frightened unless they pass a will save.  Vigilante  Level  = 10 + ( ÷ 2 ) + CHA  Niveau  THANING APPEARANCE  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:  Niveau  10   Charley Consecutive standard actions studying a target, each granting one of:  Niveau  H to attack	DOIVE		
Niveau  3  **  **  **  **  **  **  **  **  **	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. It is not multiplied by critical hits. It cannot be non-lethal unless using a non-lethal weapon.		
STARTLING APPEARANCE  Niveau  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 Hit dice + WIS  Niveau Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC.  Target is also frightened unless they pass a will save.  Vigilante Level  = 10 + ( ÷ 2) + CHA  Niveau  To 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:  Niveau  10   1   1   1   1   1   1   1   1   1		UNSHAKEABLE	
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WILL SAVE DC  = 10 + ( ÷ 2) + CHA  Niveau  17  STUNNING APPEARANCE 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:  Niveau  20  +4 to attack		Target is also frightened unless they pass a will save.	
Niveau  17  STUNNING APPEARANCE 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:  Niveau  20    Comparison of the consecutive standard actions studying a target, each granting one of:			
Niveau  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:  Niveau  20  +4 to attack		WILL SAVE DC	
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:  Niveau  10		= 10 + ( ÷ 2 ) + CHA	
Spend up to five consecutive standard actions studying a target, each granting one of:  Niveau		On a successful surprise attack, target must make a will save	
a target, each granting one of:  Niveau		VENGEANCE STRIKE	
20 +4 to attack	Niveau	a target, each granting one of:	

□□□□□ +2 to attack roll (affects critical range)

## SOCIAL IDENTITY **SOCIAL** Social name SOCIAL TALENTS Niveau 1 **DUAL IDENTITY** Knowledge checks of one of your identities do not reveal anything Niveau 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 Niveau to the caster. 5 SEAMLESS GUISE If suspected while in either identity, gain +20 to disguise checks to appear as your current identity. Niveau SOCIAL CONNECTIONS AMICAL HOSTILE Niveau 9 AMICAL HOSTILE Niveau 11 \_ AMICAL HOSTILE Niveau 13 AMICAL HOSTILE Niveau 15 AMICAL HOSTILE Niveau 17 HOSTILE Niveau 19 HOSTILE