## WILDSOUL

	AVENGER	Vigila	nte name
	NATURAL COURSE	$\vdash$	
Nivel 2			
			AVEN
Nivel 6		BASE	
Nivel 12			=
			UNSHAK
		Nivel 3	+ Vigilante Lev
Nivel 18			STARTLING A
		Nivel 5	On a successful surprise atta for your round and takes -4 t
Nivel 4	VIGILANTE TALENTS	Nivel	On a successful surprise atta  Intimidate check DC = 10 + Hit dice  Enemies within 10ft are shake
Nivel 8		11	CD SALV VOL  = 10 + (
Nivel 10		Nivel 17	STUNNING APPEARANOON a successful surprise atta or be stunned until the end of
			VENGEANC
Nivel 14		Nivel 20	Spend up to five consecutive a target, each granting one or +4 to attack
Nivel 16			+3d6 damage +2 to attack ro
Nivel 20			

	VIGILANTE IDENTITY			
igilante name				
	AVENGER			
ASE ONU	ATTACK Vigilante US Level			
	=			
UNSHAKEABLE				
vel <b>3</b>	Vigilante Level bonus to resist     attempts to Intimidate			
STARTLING APPEARANCE				
vel <b>5</b>	On a successful surprise attack, target is treated as flat-footed for your round and takes -4 to attack you.			
vel 1	FRIGHTENING APPEARANCE On a successful surprise attack, opt to demoralise enemies.  Intimidate check DC + Hit dice + WIS			
	Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC.  Target is also frightened unless they pass a will save.			
	CD SALV VOL Level  = 10 + ( ÷ 2) + CAR			
vel 7	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			
vel . <b>O</b>	Spend up to five consecutive standard actions studying a target, each granting one of:			
	+3d6 damage +2 to attack roll (affects critical range)			

