WILDSOUL

	AVENGER	Vigilal
	NATURAL COURSE	-
Niveau 2		
Niveau 6		BASE
Niveau 12		Niveau 3
Niveau 18		Niveau 5
Niveau 4	VIGILANTE TALENTS	Niveau 11
Niveau 8		11
Niveau 10		Niveau 17
Niveau 14		Niveau 20
Niveau 16		
Niveau 20		

VIGILANTE IDENTITY			
Vigilante name			
1.1.0			
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AVENGER			
	ATTACK Vigilante		
BONUS Level			
	=		
UNSHAKEABLE			
Niveau	Vigilante Level bonus to resist		
3	+ attempts to Intimidate		
STARTLING APPEARANCE			
Niveau	on a successful surprise attack, target is treated as nat rooted		
5	for your round and takes -4 to attack you.		
Niveau 11	FRIGHTENING APPEARANCE On a successful surprise attack, opt to demoralise enemies.		
	' ' '		
	Intimidate check DC = 10 + Hit dice + WIS		
	Target is also frightened unless they pass a will save.		
	Vigilante WILL SAVE DC Level		
	= 10 + (÷ 2) + CHA		
	-10 (2) ! ! ! !		
Niveau	STUNNING APPEARANCE On a successful surprise attack, target must make a will save		
17	or be stunned until the end of your next turn.		
	VENGEANCE STRIKE		
Niveau 20	Spend up to five consecutive standard actions studying		
	a target, each granting one of:		
	+306 damage +2 to attack roll (affects critical range)		
	12 to attack for furrects 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 AMICAL HOSTILE

Niveau 19

HOSTILE