

WILDSOUL AVENGER

NATURAL COURSE

Level 2

Level 6

Level 12

Level 18

VIGILANTE TALENTS

Level 4

Level 8

Level 10

Level 14

Level 16

Level 20

VIGILANTE IDENTITY

Vigilante name



AVENGER

**BASE ATTACK
BONUS**

Vigilante
Level

=

UNSHAKEABLE

Level
3



Vigilante Level bonus to resist
attempts to Intimidate

STARTLING APPEARANCE

Level
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

Level
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

Vigilante
Level

= 10 + (÷ 2) + **CHA**

Level
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:

Level
20

□□□□ +4 to attack

□□□□ +3d6 damage

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

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 sly 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

FRIENDLY
□□□□
HOSTILE

FRIENDLY
□□□□
HOSTILE

FRIENDLY
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HOSTILE

FRIENDLY
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HOSTILE

FRIENDLY
□□□□
HOSTILE

SOCIAL

SOCIAL TALENTS

Level 1

Level 3

Level 5

Level 7

Level 9

Level 11

Level 13

Level 15

Level 17

Level 19