BRUTE
VIGILANTE

VIGILANTE TALENTS

Level 2

Level 4

Level 6

Level 8

Level 10

Level 12

Level 14

Level 16

Level 18

Level 20

VIGILANTE IDENTITY

Vigilante name

GOOD LAWFUL CHAOTIC EVIL

BRUTE FORM

Brute form is savage, dangerous and cannot tell friend from foe.

Become one size category larger, but gain no ability score increase.

−2 To AC and any skill of ability checks using **CHA**, **DEX** or **INT**.

BASE ATTACK BONUS = Vigilante Level + Bonus

Level 5 +1 Level 13 +2 Level 19 +3 Bonus to melee attack and damage.

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 = 10 + (Vigilante Level ÷ 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.

TEAR THEM APART

One making at least two hits as part of a full round attack:

DAMAGE BONUS

Level 20 d10 + = STR × 1½

One making at least four hits as part of a full round attack:

3d10 + = STR × 1½

SOCIAL IDENTITY

Social name

GOOD LAWFUL CHAOTIC EVIL

BRUTE FORM

When mortally threatened or entering combat, succeed at a Will save or enter Brute form. This takes a full round and leaves you flat-footed.

When there are no more enemies to fight, succeed at a Will save or turn on your allies; allies can help you to calm down.

WILL SAVE DC = 10 + (Vigilante Level ÷ 2)

Maximum time in brute form: 2 hours at once, 6 hours a day.

On returning to social form, you are fatigued for the same amount of time you were in brute form.

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 scry 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

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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