## TITCH ARTER

VIGILANTE		VIGILANTE IDENTITY			
AVENGER	Vigilante name				
	,				
VIGILANTE TALENTS				1-10.00	
V	_				
Уровень <b>2</b> .				to 500 1	
				* *	
	-	STA	RTLING APPEAR.	ANCE	
Уровень <b>4</b>	— Уровень <b>5</b>	On a success for your round	ful surprise attack, target i d and takes -4 to attack yo	s treated as flat-footed u.	
		On a success	ING APPEARANCE ful surprise attack, opt to o		
Уровень <b>6</b>	_	Intimidate check DC	<b>= 10 +</b> Hit dice + WI	S	
	— Уровень	Enemies with	in 10ft are shaken for 1rd -	+ 1rd per 5 over the DC.	
	- 11	Target is also	frightened unless they pa	ss a will save.	
Уровень			Vigilante		
8		WILL SAVE		\	
			= 10 + (	÷ 2 ) + CHA	
	– Уровень	STUNNING	APPEARANCE		
Уровень 10	<b>17</b>	On a success	ful surprise attack, target r I until the end of your next		
		V	ENGEANCE STRI	KE 🗾	
Уровень	_	Spend up to f each granting	ive consecutive standard a gone of:	ctions studying a target,	
12	Уровень		+4 to attack		
	20		+3d6 damage		
	_		+2 to attack roll (affects of	critical range)	
Уровень					
14	_				
	_				
Уровень <b>16</b>					
10					
	_				
Vnoneur	_				
Уровень <b>18</b>					
	_				
Уровень					
20					

SOCIAL IDENTITY	COCTAT
Social name	SOCIAL
	SOCIAL TALENTS
80/24	SOCIAL TALENTS
	Уровень
	1
DUAL IDENTITY	
(nowledge checks of one of your identities do not reveal anything bout the other, unless you have been unmasked.	Уровень
Switching identity takes one minute, and must be done out of sight.	3
our two alignments must be within 1 step of each other.	
attempts to scry on you only work if your current identity is one known	
o the caster.	Уровень
SEAMLESS GUISE	5
f suspected while in your social identity, gain +20 to disguise checks o appear as a normal member of society.	
SOCIAL CONNECTIONS	Уровень
	7
FRIENDLY	
HOSTILE	Уровень <u> </u>
	9
FRIENDLY	
HOSTILE	
	Уровень <b>11</b>
	ш
FRIENDLY	
HOSTILE	Уровень
	13
FRIENDLY	
HOSTILE	
	Уровень
	15
FRIENDLY	
HOSTILE	
	Уровень
FRIENDLY	17
HOSTILE	
FRICIALLY	Уровень <b>19</b>
FRIENDLY OF THE PRINCIPLE OF THE PRINCIP	<u>-</u> 7
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