VIGILANTE

	VIGILAN I E AVENGER	Vigilar	nte
×	VIGILANTE TALENTS	\vdash	
Poziom — 2			_
Poziom —		Poziom 5	f
Poziom —		Poziom 11	E
Poziom — 8 _			\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \
Poziom — 10 _		Poziom 17	0
Poziom —		Poziom 20	8
Poziom — 14 _		_	
Poziom — 16 _			
Poziom —			
Poziom —			

``	VIGILANTE IDENTITY				
Vigilar	nte name				

``	STARTLING APPEARANCE				
Poziom 5	On a successful surprise attack, target is treated as flat-footed for your round and takes -4 to attack you.				
Poziom 11	FRIGHTENING APPEARANCE				
	On a successful surprise attack, opt to demoralise enemies.				
	Intimidate check DC = 10 + 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.				
	Vigilante				
	WILL SAVE DC Level				
	=10 + (÷2) + CHA				
Poziom	STUNNING APPEARANCE				
17	On a successful surprise attack, target must make a will save or be stunned until the end of your next turn. $ \\$				
``	VENGEANCE STRIKE				
Poziom 20	Spend up to five consecutive standard actions studying a targ each granting one of:				
	□□□□□ +4 to attack				
	□□□□□ +3d6 damage				

SOCIAL IDENTITY	#	
Social name		SOCIAL
h	X	SOCIAL TALENTS
	Pozio	
	1	
DUAL IDENTITY		
Knowledge checks of one of your identities do not reveal about the other, unless you have been unmasked.	3	m
Switching identity takes one minute, and must be done o Your two alignments must be within 1 step of each other.		
Attempts to scry on you only work if your current identity o the caster.		m
SEAMLESS GUISE	5	
f suspected while in your social identity, gain +20 to disc o appear as a normal member of society.	guise checks	
SOCIAL CONNECTIONS	Pozio	m
	7	
PRZYJACIELSKI WROGI		
mooi	Pozio	m
PRZYJACIELSKI		
WROGI	Pozio	m
	11	
PRZYJACIELSKI WROGI		
	Pozio	m
PRZYJACIELSKI	13	
WROGI		
	Pozioi 15	m
PRZYJACIELSKI WROGI	_	
	Pozio	m
PRZYJACIELSKI WROGI	17	
	Pozio	m
PRZYJACIELSKI WROGI	19	