

VIGILANTE

AVENGER

VIGILANTE TALENTS

Stufe _____
2 _____

Stufe _____
4 _____

Stufe _____
6 _____

Stufe _____
8 _____

Stufe _____
10 _____

Stufe _____
12 _____

Stufe _____
14 _____

Stufe _____
16 _____

Stufe _____
18 _____

Stufe _____
20 _____

VIGILANTE IDENTITY

Vigilante name _____



STARTLING APPEARANCE

Stufe **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

Stufe **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) + CH

STUNNING APPEARANCE

Stufe **17** 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:

Stufe **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.

Attempts to scry on you only work if your current identity is one known to the caster.

SEAMLESS GUISE

If suspected while in your social identity, gain +20 to disguise checks to appear as a normal member of society.

SOCIAL CONNECTIONS

FREUNDLICH ☐☐☐☐☐
FEINDLICH

FREUNDLICH ☐☐☐☐☐
FEINDLICH

FREUNDLICH ☐☐☐☐☐
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FEINDLICH

FREUNDLICH ☐☐☐☐☐
FEINDLICH

SOCIAL

SOCIAL TALENTS

Stufe _____
1 _____

Stufe _____
3 _____

Stufe _____
5 _____

Stufe _____
7 _____

Stufe _____
9 _____

Stufe _____
11 _____

Stufe _____
13 _____

Stufe _____
15 _____

Stufe _____
17 _____

Stufe _____
19 _____