WICH ANTE

	VIGILANTE	*	VIGILANTE IDENTITY
	AVENGER	Vigila	nte name
Stufe	VIGILANTE TALENTS		
2		<u></u>	
			STARTLING APPEARANCE
Stufe 4		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.
Stufe 6			Intimidate = 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.
Stufe			Vigilante
8			WILL SAVE DC Level
			= 10 + (÷ 2) + CH
Stufe		Stufe	STUNNING APPEARANCE
10		17	On a successful surprise attack, target must make a will save or be stunned until the end of your next turn.
		•	VENGEANCE STRIKE
Stufe		Okufa	Spend up to five consecutive standard actions studying a target, each granting one of:
12		Stufe 20	-+4 to attack
Stufe -			+2 to attack roll (affects critical range)
14			
Stufe -			
16			
Stufe -			
18			
Stufe			
20			

SOCIAL IDENTITY	COCTAT
Social name	SOCIAL
	Stufe 1
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.	Stufe
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	Stufe 5
to appear as a normal member of society. SOCIAL CONNECTIONS	Stufe 7
FREUNDLICH FEINDLICH	Stufe 9
FREUNDLICH FEINDLICH FREUNDLICH	Stufe 11
FREUNDLICH	Stufe 13
FREUNDLICH FREUNDLICH FENDUCH FENDUCH	Stufe
FREUNDLICH FINDLICH	Stufe
FREUNDLICH FEINDLICH	Stufe 19