

Imperfect Control (Ex)

The player always starts the day in their scholar identity. Each personality compulsively resists entering their other state. To begin willingly changing to their other identity, the player must succeed at a [Will](#) save (DC = 10 + half vigilante level);

- Fail: becomes [shaken](#) for 1 minute and cannot try again during that time.

While in their scholar identity, when the player is exposed to mortal peril, they must succeed at a [Will](#) save (same DC as above, player cannot choose to fail) or be compelled to enter their vigilante identity at the following conditions:

- Begins melee combat: DC = 10 + half vigilante level
- Takes damage: +1 DC for each 5 HP of total damage taken
- Becomes frightened (or worse): +3 DC per level above frightened
 - Note: duration fear effects resume once scholar personality returns as if no time has passed.

The vigilante personality is not considered surprised when emerging in the middle of combat.

While in their vigilante identity and not exposed to peril for over 30 minutes, player must make a Will save (+1 DC for every additional 30 mins) to resist reverting back to the scholar personality.

Surprising Change (Ex)

At 7th level, when the scholar changes to their vigilante identity and then attacks a foe in the same round, he can use the startling appearance ability against that foe as though the foe were unaware of his presence. At 11th and 17th levels, he can use frightening appearance and stunning appearance, respectively, while using this ability. A vigilante can use frightening appearance and stunning appearance only against foes who are unaware of his presence, and he can do so a number of times per day equal to his [Charisma](#) modifier.

This ability doesn't function against foes who already know of the vigilante's dual identity.

This alters startling appearance, frightening appearance, and stunning appearance.