

# MAGICAL CHILD VIGILANTE

## MAGIAS

Teste de Resistência CD	Magias por dia	Base = Magia	Magias Bônus +
0			INT -4 INT -8 INT -12
1			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
3			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
4			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
5			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
6			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Teste de Magia CD = 10 + INT + Nível da Magia

You must commune with your magical spirit guide for 1 hour each day to replenish your spells.

## FALHA ARCANA

### LIMIAR

% Magical children can wear light armour without risking spell failure.

## VIGILANTE TALENTS

Nível  
2

Nível  
6

Nível  
12

Nível  
18

Nível  
20

## VIGILANTE IDENTITY

Vigilante name



## DUAL IDENTITY

Knowledge checks of one of your identities do not reveal anything about the other, unless you have been unmasked.

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 either identity, gain +20 to disguise checks to appear as your current identity.

## TRANSFORMATION SEQUENCE

Transform in just 5 rounds, but with a visible and audible spectacle

### Quick change social talent

Transform as a standard action, but with an impressive spectacle.

## UNSHAKEABLE

Nível  
3

+

Vigilante Level bonus to resist attempts to Intimidate

## STARTLING APPEARANCE

Nível  
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

Nível  
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 + (  ÷ 2 ) + CAR

Nível  
17

## STUNNING APPEARANCE

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:

Nível  
20

☐☐☐☐ +4 to attack

☐☐☐☐ +3d6 damage

☐☐☐☐ +2 to attack roll (affects critical range)

## SOCIAL IDENTITY

Social name



## MAGIAS PREPARADAS

0

1

2

3

4

5

6

# SOCIAL

## SOCIAL TALENTS

Nível  
1

Nível  
3

Nível  
5

Nível  
7

Nível  
9

Nível  
11

Nível  
13

Nível  
15

Nível  
17

Nível  
19