VIGILANTE

MAGIAS						
Teste de Resistência CD	Magias por dia	= Base Magia	→Magias Bônus			
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Teste de Magia	a CD = 10 +	INT + Nível	da Magia			
FALHA ARCANA						

Cabalists can wear light armour

% without risking spell failure.

LIMIAR

	VIGILANTE TALENTS
Nível 2	VIGILANTE TALENTS
Nível 6	
Nível 12	
Nível 18	
Nível 20	

VIGILANTE IDENTITY			
Vigilante name			

SPILL BLOOD

A successful attack against an unaware target causes bleeding.

BLEED DAMAGE		١		-			e		E
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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. Both alignments are real for the purpose of spells, abilities etc.

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.

UNS	HA	KEA	BLE

Nível		Vigilante Level bonus to resist
3	<u> † </u>	attempts to Intimidate

BLOODBOUND SPELL

Nível When casting a spell against a bleeding target, the target takes -1 to saves and AC, or -2 for necromancy spells.

BLOODY HORROR

When one of a spell's targets is bleeding, make an intimidate check to demoralise all targets. 11

Target cannot be affected again for 24 hours.

SHADOWY APPEARANCE Nível

While in vigilante identity, gain 20% miss chance. 17 Once per day, use greater invisibility for 1d6 rounds.

VENGEANCE STRIKE

Spend up to five consecutive standard actions studying

., .	a target, each granting one of:		
Vível		+4 to attack	

+3d6 damage
+2 to attack roll (affects critical range)

Social	SOCIAL IDENTITY		SOCIAL
O.M.	<u>.</u>	×	SOCIAL TALENTS
C. C.		Nível -	
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	MAGIAS PREPARADAS		
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