

# MAGICAL CHILD VIGILANTE

## MAGIAS

Teste de Resistência CD	Magias por dia	Magias Base	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

Vigilante  
Level

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