

WARLOCK VIGILANTE

SORTS

DD de sauvegarde du sort		Sorts par jour	= Sorts de base +	Sorts supp.
	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"/>

DD de jet de sauvegarde d'un sort = 10 + INT + niveau de

ARCANE SPELL FAILURE THRESHOLD

% Warlocks can wear light armour without risking spell failure.

VIGILANTE TALENTS

Niveau	
2	
Niveau	
6	
Niveau	
12	
Niveau	
18	
Niveau	
20	

VIGILANTE IDENTITY

Vigilante name



MYSTIC BOLTS

BOLT DAMAGE

Vigilante Level

d6 = ÷ 4 ☐ Acide ☐ Électricité ☐ Froid ☐ Feu

Niveau Niveau Niveau

7 13 19 Add another damage type

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.

STARTLING APPEARANCE

Niveau 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

Niveau 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) + CHA

STUNNING APPEARANCE

Niveau 17 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:

Niveau 20 ☐☐☐☐ +4 to attack
☐☐☐☐ +3d6 damage
☐☐☐☐ +2 to attack roll (affects critical range)

SOCIAL IDENTITY

Social name



SORTS PREPARES

0

1

2

3

4

5

6

SOCIAL

SOCIAL TALENTS

Niveau	
1	
Niveau	
3	
Niveau	
5	
Niveau	
7	
Niveau	
9	
Niveau	
11	
Niveau	
13	
Niveau	
15	
Niveau	
17	
Niveau	
19	