## **MAGICAL CHILD** VIGILANTE

ZAUBER				
RW gegen Zauber		Zauber pro Tag	= Grund- zauber	+ Bonuszauber
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RW gegen Zauber (SG) = 10 + IN + Zaubergrad

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

#### ARCANE SPELL FAILURE

WAHRSCHEINLICHKEIT

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

## VIGILANTE TALENTS

Stufe	
2	

Stufe

Stufe 12	

18

Stufe

Stufe	
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

Stufe Vigilante Level bonus to resist attempts to Intimidate

### STARTLING APPEARANCE

Stufe On a successful surprise attack, target is treated as flat-footed 5 for your round and takes -4 to attack you.

#### FRIGHTENING APPEARANCE

On a successful surprise attack, opt to demoralise enemies.

$$\frac{\text{Intimidate}}{\text{check DC}} = 10 + \frac{\text{Hit}}{\text{dice}} + WIS$$

Stufe Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC.

11 Target is also frightened unless they pass a will save.

WILL SAVE DC

= 10 +

#### STUNNING APPEARANCE Stufe

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:

20	+4 to	attack
20	+3d6	damage

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

# SOCIAL IDENTITY

Social	name		SOCIAL
1 1		X	SOCIAL TALENTS
OHOTIS!		Stufe —	
	VORBEREITETE ZAUBER		
0		Stufe 3	
		Stufe –	
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2		Stufe 9	
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