

CZARNOKSIĘŻNIK VIGILANTE

CZARY

ST Rzutu Obronnego	Czary Dziennie	Czary Bazowe	Czary Premiowe
	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"/>

ST Rz. Obr. = 10 + INT + Poziom Czar

ARCANE SPELL FAILURE THRESHOLD

% Warlocks can wear light armour
without risking spell failure.

VIGILANTE TALENTS

Poziom	
2	
Poziom	
6	
Poziom	
12	
Poziom	
18	
Poziom	
20	

VIGILANTE IDENTITY

Vigilante name



MYSTIC BOLTS

**BOLT
DAMAGE**

Vigilante
Level

k6 = ÷ 4 ☐ Kwas ☐ Elektryczność
☐ Zimno ☐ Ogień

PoziomPoziomPoziom

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

Poziom 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.

Intimidate = 10 + Hit + WIS
check DC dice

Poziom 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

Vigilante
Level

= 10 + (÷ 2) + CHA

STUNNING APPEARANCE

Poziom On a successful surprise attack, target must make a will save
17 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:

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

SOCIAL IDENTITY

Social name



PRZYGOTOWANE CZARY

0

1

2

3

4

5

6

SOCIAL

SOCIAL TALENTS

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