

# MAGICAL CHILD VIGILANTE

## INCANTESIMI

CD TS Incantesimi		Inc. al Giorno	=	Inc. Base	+	Inc. Bonus
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	5					<input type="checkbox"/> INT -4 <input type="checkbox"/> INT -8 <input type="checkbox"/> INT -12
	6					<input type="checkbox"/> INT -4 <input type="checkbox"/> INT -8 <input type="checkbox"/> INT -12

CD Salvezza Inc. = 10 + INT + Liv. Incantesimo

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

### SOGLIA FALLIMENTO INCANTESIMI ARCANI

Magical children can wear light armour without risking spell failure.

## VIGILANTE TALENTS

Livello	
2	
Livello	
6	
Livello	
12	
Livello	
18	
Livello	
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 scty 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

Livello

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+

Vigilante Level bonus to resist attempts to Intimidate

## STARTLING APPEARANCE

Livello

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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

Livello

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

Livello

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:

Livello

20

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

## SOCIAL IDENTITY

Social name



## INCANTESIMI PREPARATI

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# SOCIAL

## SOCIAL TALENTS

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Livello

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Livello

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Livello

7

Livello

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Livello

11

Livello

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Livello

15

Livello

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Livello

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