

# ANIMAL GUIDE

## MAGICAL CHILD

### SOCIAL IDENTITY

Nom

Animal

Your magical spirit guide has a social identity as an ordinary animal, though a spirit guide with an outlandish form may need to hide or disguise.

### SOCIAL CONNECTIONS

AMICAL  
□□□□  
HOSTILE

AMICAL  
□□□□  
HOSTILE

AMICAL  
□□□□  
HOSTILE

AMICAL  
□□□□  
HOSTILE

AMICAL  
□□□□  
HOSTILE

AMICAL  
□□□□  
HOSTILE

AMICAL  
□□□□  
HOSTILE

AMICAL  
□□□□  
HOSTILE

## MAGICAL SPIRIT GUIDE

Nom

Animal form

Your magical spirit guide takes the form of an animal from the Wizard familiar list.  
If your magical spirit guide dies, it can be returned after 24 hours with a ritual. It retains all of its memories.

Niveau  
**3** Your magical spirit guide's form changes permanently into a level-appropriate creature from the Improved Familiar list.  
**5** Alignment restrictions apply, based only on your Vigilante alignment.  
**7**

Niveau  
**9** Gains the Shape change ability.

### RÉDUCTION DE DÉGÂTS

DAMAGE  
REDUCTION

Vigilante  
Level

/magic =

Damage reduction applies only when in Vigilante form.

### STAUNCH ALLY

Niveau  
**5** Your magical spirit guide can use your Startling Appearance ability.

Niveau  
**11** Your magical spirit guide can use your Frightening Appearance ability.  
It can use either its own charisma or yours for calculating DC.

Niveau  
**17** Your magical spirit guide can use your Stunning Appearance ability.

Niveau  
**20** Your magical spirit guide can use your Vengeance Strike ability.