

WARLOCK VIGILANTE

CONJUROS

CD Salv de Conjurios	Conjurios al Día	Conjurios Base	Conjurios Adicionales
	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"/>

CD Salv Conjuro = 10 + INT + Nivel Conjuro

ARCANE SPELL FAILURE THRESHOLD

% Warlocks can wear light armour without risking spell failure.

VIGILANTE TALENTS

Nivel 2	
Nivel 6	
Nivel 12	
Nivel 18	
Nivel 20	

VIGILANTE IDENTITY

Vigilante name



MYSTIC BOLTS

**BOLT
DAMAGE**

Vigilante
Level

d6 = ÷ 4

☐ Ácido ☐ Electricidad
☐ Frío ☐ Fuego

Nivel **7** Nivel **13** Nivel **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

Nivel **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

Nivel **11** Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC. Target is also frightened unless they pass a will save.

CD SALV VOL = 10 + (÷ 2) + CAR

Nivel **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:
☐ +4 to attack
☐ +3d6 damage
☐ +2 to attack roll (affects critical range)

SOCIAL IDENTITY

Social name



CONJUROS PREPARADOS

0

1

2

3

4

5

6

SOCIAL

SOCIAL TALENTS

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