# VIGILANTE

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#### ARCANE SPELL FAILURE

WAHRSCHEINLICHKEIT

Cabalists can wear light armour % without risking spell failure.

## VIGILANTE TALENTS

Stufe 2	
Stufe 6	
Stufe 12	
Stufe 18	
Stufe 20	

	VIGILANTE IDENTITY	
Vigilante name		
		1 1 0 2115
		- GIT CATE
		- 10/16/C/468K

### SPILL BLOOD

A successful attack against an unaware target causes bleeding.

BLEED DAMAGE		Vigilant Level						е	
	=	-	_	_	_	_	_	-	

### **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.

## UNSHAKEABLE

Stufe		Vigilante Level bonus to resist
3	<u> </u>	attempts to Intimidate

## **BLOODBOUND SPELL**

Stufe When casting a spell against a bleeding target, the target takes -1 to saves and AC, or -2 for necromancy spells.

#### **BLOODY HORROR**

When one of a spell's targets is bleeding, make an intimidate check to demoralise all targets.

11 Target cannot be affected again for 24 hours.

#### SHADOWY APPEARANCE Stufe

While in vigilante identity, gain 20% miss chance. **17** Once per day, use greater invisibility for 1d6 rounds.

## VENGEANCE STRIKE

	Spend up to fi	ve consecutive standard	actions	studyii
· · · · · · ·	a target, each	granting one of:		
Stufe		+4 to attack		

20	±4 ιυ	allack
20	+346	damage

+2 to attack	roll (affects	critical	range'

