

# ANIMAL GUIDE

## MAGICAL CHILD

### SOCIAL IDENTITY

Nombre

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

AMISTOSO

HOSTIL

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## MAGICAL SPIRIT GUIDE

Nombre

Animal form

Neutral

Good

Evil

Chaotic

Lawful

Neutral

Good

Evil

Chaotic

Lawful

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.

Nivel

3

Your magical spirit guide's form changes permanently into a level-appropriate creature from the Improved Familiar list.

Nivel

5

Alignment restrictions apply, based only on your Vigilante alignment.

Nivel

7

Nivel

9

Gains the Shape change ability.

### Reducción de Daño

REDUCCIÓN DE DAÑO

Vigilante Level

/magic

=

Damage reduction applies only when in Vigilante form.

### STAUNCH ALLY

Nivel

5

Your magical spirit guide can use your Startling Appearance ability.

Nivel

11

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

Nivel

17

Your magical spirit guide can use your Stunning Appearance ability.

Nivel

20

Your magical spirit guide can use your Vengeance Strike ability.