

# MAGICAL CHILD VIGILANTE

## SPELLS

Spell Save DC		Spells per day	= Base Spells	+ Bonus Spells
	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"/>

Spell Save DC = 10 + INT + Spell Level

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

## ARCANE SPELL FAILURE THRESHOLD

% Magical children can wear light armour without risking spell failure.

## VIGILANTE TALENTS

Level	
2	
Level	
6	
Level	
12	
Level	
18	
Level	
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 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.

## 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

Level **3**  + Vigilante Level bonus to resist attempts to Intimidate

## STARTLING APPEARANCE

Level **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

Level **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 ) + CHA

Level **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:

Level **20**  
☐☐☐☐ +4 to attack  
☐☐☐☐ +3d6 damage  
☐☐☐☐ +2 to attack roll (affects critical range)

## SOCIAL IDENTITY

Social name



## PREPARED SPELLS

0

1

2

3

4

5

6

# SOCIAL

## SOCIAL TALENTS

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