# VIGILANTE

SPELLS						
Spell Save DC		Spells per day	= Base Spells	+Bonus Spells		
	0			_ \[ \frac{1}{2} \		
	1			7777		
	2					
	3					
	4					
	5					
	6					

Spell Save DC = 10 + INT + Spell Level

### ARCANE SPELL FAILURE

THRESHOLD

Cabalists can wear light armour % without risking spell failure.

# VIGILANTE TALENTS

Level 2

Level

Level 12

Level 18

Level 20

# VIGILANTE IDENTITY

Vigilante name



# INQUISITION

# **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

Level

Vigilante Level bonus to resist attempts to Intimidate

# STARTLING APPEARANCE

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.

 $\frac{\text{Intimidate}}{\text{check DC}} = 10 + \frac{\text{Hit}}{\text{dice}} + \text{WIS}$ 

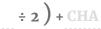
Level Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC.

Target is also frightened unless they pass a will save.

Vigilante Level

WILL SAVE DC

**= 10 +** 



### 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 □□□□□ +4 to attack 20

□□□□□ +3d6 damage

□□□□□ +2 to attack roll (affects critical range)

# SOCIAL IDENTITY

Social name		SOCIAL		
		×	SOCIAL TALENTS	
edop			SOCIAL TILLETTE	
CHAOT		Level -		
**	ž.	1 _		
*	PREPARED SPELLS			
		Level -		
0		3 _		
		Level -		
1		5 _		
		–		
		Level 7		
		4 —		
2				
		Level		
		9 _		
		Level -		
		11 _		
3				
		Level -		
		13 _		
		–		
4		Level		
5		Level -		
		17 _		
6		Level -		
0		19 _		
		_	_	