

CABALIST VIGILANTE

CONJUROS

CD Salv de Conjujos	Conjujos al Día	Conjujos Base	Conjujos 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 Conjujo = 10 + INT + Nivel Conjujo

ARCANE SPELL FAILURE THRESHOLD

% Cabalists can wear light armour
without risking spell failure.

VIGILANTE TALENTS

Nivel 2	
Nivel 6	
Nivel 12	
Nivel 18	
Nivel 20	

VIGILANTE IDENTITY

Vigilante name



SPILL BLOOD

A successful attack against an unaware target causes bleeding.

**BLEED
DAMAGE**

Vigilante
Level

=

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

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

BLOODBOUND SPELL

Nivel **5** When casting a spell against a bleeding target, the target takes
-1 to saves and AC, or -2 for necromancy spells.

BLOODY HORROR

Nivel **11** When one of a spell's targets is bleeding, make an intimidate
check to demoralise all targets.

Target cannot be affected again for 24 hours.

SHADOWY APPEARANCE

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

VENGEANCE STRIKE

Spend up to five consecutive standard actions studying
a target, each granting one of:

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

SOCIAL IDENTITY

Social name



CONJUROS PREPARADOS

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SOCIAL

SOCIAL TALENTS

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