

WARLOCK VIGILANTE

CONJUROS

CD Salv de Conjur	Conjur al Día	Conjur Base	Conjur Adicional
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 Conju = 10 + INT + Nivel Conju

FALLO DE CONJUROS ARCANOS LIMITE

% Warlocks can wear light armour without risking spell failure.

VIGILANTE TALENTS

Nivel 2	
Nivel 6	
Nivel 12	
Nivel 18	
Nivel 20	

VIGILANTE IDENTITY

Vigilante name



MYSTIC BOLTS

BOLT DAMAGE

Vigilante Level

d6 = $\div 4$ ☐ Ácido ☐ Electricidad ☐ Frío ☐ Fuego

Nivel 7 Nivel 13 Nivel 19 Add another damage type

DUAL IDENTITY

Knowledge checks of one of your identities do not reveal anything about the other, unless you have been unmasked.
Cambiar identidades toma un minuto, y debe ser hecho fuera del campo de vision.
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.

APARIENCIA ALARMANTE

Nivel 5 On a successful surprise attack, target is treated as flat-footed for your round and takes -4 to attack you.

APARIENCIA ATERRADORA

On a successful surprise attack, opt to demoralise enemies.

Intimidate check DC = 10 + Dado de golpe + SAB

Nivel 11 Enemigos a 10 pies estan indispuestos durante 1 as + 1 as por cada 5 por encima de la CD. Objetivo esta también asustado a menos que pase una salvación de voluntad

CD SALV VOL = 10 + $\left(\frac{\text{Vigilante Level}}{2} \right) + \text{CAR}$

STUNNING APPEARANCE

Nivel 17 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:

Nivel 20 ☐☐☐☐ +4 al ataque
☐☐☐☐ +3d6 daño
☐☐☐☐ +2 to attack roll (affects critical range)

SOCIAL IDENTITY

Social name



CONJUROS PREPARADOS

0

1

2

3

4

5

6

SOCIAL

SOCIAL TALENTS

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