

# WARLOCK VIGILANTE

## SORTS

Sort DD sauvegarde	Sorts par jour	Base = Sorts	Sorts supp. + Sorts
	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"/>

DD de jet de sauvegarde d'un sort = 10 + INT + niveau de

## RISQUE D'ÉCHEC DES SORTS PROFANES

% Warlocks can wear light armour without risking spell failure.

## VIGILANTE TALENTS

Niveau	
2	
Niveau	
6	
Niveau	
12	
Niveau	
18	
Niveau	
20	

## VIGILANTE IDENTITY

Vigilante name



## MYSTIC BOLTS

**BOLT  
DAMAGE**

Vigilante  
Level

d6 =  ÷ 4

Niveau Niveau Niveau

7 13 19 Add another damage type

☐ Acide ☐ Électricité  
☐ Froid ☐ Feu

## DOUBLE IDENTITÉ

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.

## STARTLING APPEARANCE

Niveau 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 = 10 + Hit dice + SAG

Niveau 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

## STUNNING APPEARANCE

Niveau 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:  
Niveau 20 ☐☐☐☐ +4 à l'attaque  
☐☐☐☐ +3d6 aux dégâts  
☐☐☐☐ +2 aux jets d'attaque (affecte la portée de critique)

## SOCIAL IDENTITY

Social name



## SORTS PRÉPARÉS

0

1

2

3

4

5

6

# SOCIAL

## TALENTS SOCIAUX

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