CABALIST
VIGILANTE

SPELLS

Spell Save DC		Spells per day	= Base Spells	+ Bonus Spells
				INT - 4 / INT - 8 / INT - 12
	0			
	1			☐☐☐☐
	2			☐☐☐☐
	3			☐☐☐☐
	4			☐☐☐☐
	5			☐☐☐
	6			☐☐☐

Spell Save DC = 10 + INT + Spell Level

ARCANE SPELL FAILURE
THRESHOLD

☐ % | Cabalists can wear light armor without risking spell failure.

VIGILANTE TALENTS

Level **2** _____

Level **6** _____

Level **12** _____

Level **18** _____

Level **20** _____

Vigilante name
_____
_____

GOOD — LAWFUL
CHAOTIC — EVIL

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 **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 demoralize enemies.

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

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.

$$\text{WILL SAVE DC} \boxed{} = 10 + \left(\frac{\text{Vigilante Level}}{} \div 2 \right) + \text{CHA}$$

STUNNING APPEARANCE
Level **17** | On a successful surprise attack, target must make a will save or be stunned until the end of your next turn.

VENGEANCE STRIKE

Level **20** | Spend up to five consecutive standard actions studying a target, each granting one of:
☐☐☐☐☐ +4 to attack
☐☐☐☐☐ +3d6 damage
☐☐☐☐☐ +2 to attack roll (affects critical range)

Social name
_____
_____

GOOD — LAWFUL
CHAOTIC — EVIL

PREPARED SPELLS

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6
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☐☐☐

SOCIAL

SOCIAL TALENTS

Level **1** _____

Level **3** _____

Level **5** _____

Level **7** _____

Level **9** _____

Level **11** _____

Level **13** _____

Level **15** _____

Level **17** _____

Level **19** _____