

CABALIST VIGILANTE

CONJUROS

CD Salv de Conjuros = Conjuros al Día = Conjuros Base + Conjuros Adicionales

	0			INT	INT - 4	INT - 8	INT - 12
	1			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	2			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	3			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	4			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	5			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	6			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

CD Salv Conjuro = 10 + INT + Nivel Conjuro

FALLO DE CONJUROS ARCANOS LIMITE

% 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



INQUISITION

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.

UNSHAKEABLE

Nivel **3**

+

Vigilante Level bonus to resist attempts to Intimidate

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 tambien asustado a menos que pase una salvación de voluntad

CD SALV VOL

= 10 + (÷ 2) + CAR

Nivel **17**

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

Nivel **20**

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

- ☐☐☐☐ +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**