

# CABALIST VIGILANTE

## SPELLS

Spell Save DC		Spells per day	= Base Spells	+ Bonus Spells
	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"/>

Spell Save DC = 10 + INT + Spell Level

## ARCANE SPELL FAILURE THRESHOLD

% Cabalists can wear light armour without risking spell failure.

## VIGILANTE TALENTS

Level	
2	
Level	
6	
Level	
12	
Level	
18	
Level	
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

Level  
3

+

Vigilante Level bonus to resist attempts to Intimidate

## BLOODBOUND SPELL

Level  
5

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

## BLOODY HORROR

Level  
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.

Level  
17

## SHADOWY APPEARANCE

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

## 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 IDENTITY

Social name



## PREPARED SPELLS

0

1

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☐☐☐

2

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3

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4

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5

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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