

WARLOCK 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

% Warlocks can wear light armor without risking spell failure.

VIGILANTE TALENTS

Level	
2	
Level	
6	
Level	
12	
Level	
18	
Level	
20	

VIGILANTE IDENTITY

Vigilante name



MYSTIC BOLTS

BOLT DAMAGE

Vigilante
Level

d6 = $\div 4$ ☐ Acid ☐ Electricity
☐ Cold ☐ Fire

Level Level Level
7 13 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.
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

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

FRIGHTENING APPEARANCE

On a successful surprise attack, opt to demoralize enemies.

Intimidate = 10 + Hit + WIS
check DC dice

Level Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC.
11 Target is also frightened unless they pass a Will save.

WILL SAVE DC

Vigilante
Level
 $= 10 + (\div 2) + \text{CHA}$

STUNNING APPEARANCE

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

VENGEANCE STRIKE

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

Level
20 ☐☐☐☐ +4 to attack
☐☐☐☐ +3d6 damage
☐☐☐☐ +2 to attack roll (affects critical range)

SOCIAL IDENTITY

Social name



PREPARED SPELLS

0

1

2

3

4

5

6

SOCIAL

SOCIAL TALENTS

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