

CABALIST VIGILANTE

ZAUBER

RW gegen Zauber	Zauber pro Tag	Grund- zauber	Bonuszauber
	0		IN - 4 IN - 8 IN - 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"/>

RW gegen Zauber (SG) = 10 + IN + Zaubergrad

ARCANE SPELL FAILURE WAHRSCHEINLICHKEIT

% Cabalists can wear light armour
without risking spell failure.

VIGILANTE TALENTS

Stufe 2	
Stufe 6	
Stufe 12	
Stufe 18	
Stufe 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

Stufe **3** + Vigilante Level bonus to resist
attempts to Intimidate

BLOODBOUND SPELL

Stufe **5** When casting a spell against a bleeding target, the target takes
-1 to saves and AC, or -2 for necromancy spells.

BLOODY HORROR

Stufe **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.

SHADOWY APPEARANCE

Stufe **17** While in vigilante identity, gain 20% miss chance.
Once per day, use *greater invisibility* for 1d6 rounds.

VENGEANCE STRIKE

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

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

SOCIAL IDENTITY

Social name



VORBEREITETE ZAUBER

0

1

☐☐☐
☐☐☐
☐☐☐
☐☐☐
☐☐☐
☐☐☐

2

☐☐☐
☐☐☐
☐☐☐
☐☐☐
☐☐☐

3

☐☐☐
☐☐☐
☐☐☐
☐☐☐
☐☐☐

4

☐☐☐
☐☐☐
☐☐☐
☐☐☐

5

☐☐☐
☐☐☐
☐☐☐
☐☐☐

6

☐☐☐
☐☐☐
☐☐☐

SOCIAL

SOCIAL TALENTS

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