

# MAGICAL CHILD VIGILANTE

## ZAUBER

| RW gegen<br>Zauber | Zauber<br>pro Tag | = Grund-<br>zauber | + Bonuszauber                                                              |
|--------------------|-------------------|--------------------|----------------------------------------------------------------------------|
|                    | 0                 |                    | IN - 4<br>IN - 8<br>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

You must commune with your magical spirit guide for 1 hour each day to replenish your spells.

## ARCANE SPELL FAILURE WAHRSCHEINLICHKEIT

% Magical children can wear light armour without risking spell failure.

## VIGILANTE TALENTS

|       |  |
|-------|--|
| Stufe |  |
| 2     |  |
| Stufe |  |
| 6     |  |
| Stufe |  |
| 12    |  |
| Stufe |  |
| 18    |  |
| Stufe |  |
| 20    |  |

## VIGILANTE IDENTITY

Vigilante name



## DUAL IDENTITY

Knowledge checks of one of your identities do not reveal anything about the other, unless you have been unmasked.

Your two alignments must be within 1 step of each other.

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.

## TRANSFORMATION SEQUENCE

Transform in just 5 rounds, but with a visible and audible spectacle

## Quick change social talent

Transform as a standard action, but with an impressive spectacle.

## UNSHAKEABLE

Stufe

3

+

Vigilante Level bonus to resist attempts to Intimidate

## STARTLING APPEARANCE

Stufe

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 demoralise enemies.

Intimidate check DC = 10 + Hit dice + WIS

Stufe

11

Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC.

Target is also frightened unless they pass a will save.

## WILL SAVE DC

= 10 + (  ÷ 2 ) + CH

Vigilante  
Level

Stufe

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

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

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# SOCIAL

## SOCIAL TALENTS

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Stufe

3

Stufe

5

Stufe

7

Stufe

9

Stufe

11

Stufe

13

Stufe

15

Stufe

17

Stufe

19