HEXER VIGILANTE

ZAUBER							
RW gegen Zauber		Zauber pro Tag	= Grund- zauber	+Bonuszauber			
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RW gegen Zauber (SG) = 10 + IN + Zaubergrad

ARCANE SPELL FAILURE

WAHRSCHEINLICHKEIT

Warlocks can wear light armour without risking spell failure.

VIGILANTE TALENTS

Stufe **2**

Stufe 6

Stufe 12

Stufe _____

VIGILANTE IDENTITY

Vigilante name



MYSTIC BOLTS

BOLT Vigilante
Level

W6 = ÷ 4 Säure | Elektrizität

Stufe Stufe Stufe

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

Stufe 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

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

Target is also frightened unless they pass a will save.

Vigilante

WILL SAVE DC



÷ 2) + CH

fo STUNNING APPEARANCE

7 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:

□□□□□ +2 to attack roll (affects critical range)

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SOCIAL IDENTITY