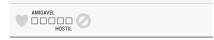
ANIMAL GUIDE

MAGICAL CHILD

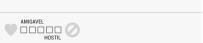
SOCIAL IDENTITY Nome Animal

Your magical spirit guide has a social identity as an ordinary animal, though a spirit guide with an outlandish form may need to hide or disquise.

SOCIAL CONNECTIONS















MAGICAL SPIRIT GUIDE

Nome

Animal form



Your magical spirit guide takes the form of an animal from the Wizard familiar list.

If your magical spirit guide dies, it can be returned after 24 hours with a ritual. It retains all of its memories.

3

- Your magical spirit guide's form changes permanently into a level-appropriate creature from the Improved Familiar list.
- 5 Alignment restrictions apply, based only on your Vigilante alignment. 7

Nível 9

Gains the Shape change ability.

REDUÇÃO DE DANO

DAMAGE REDUCTION Vigilante Level

= /magic

Damage reduction applies only when in Vigilante form.

STAUNCH ALLY

Nível Your magical spirit guide can use your Startling Appearance 5

Your magical spirit guide can use your Frightening Appearance Nível 11

It can use either its own charisma or yours for calculating DC.

Nível Your magical spirit guide can use your Stunning Appearance 17

Your magical spirit guide can use your Vengeance Strike 20 ability.