

# ANIMAL GUIDE

## MAGICAL CHILD

### SOCIAL IDENTITY

Nome

Animale

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 disguise.

### SOCIAL CONNECTIONS

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OSTILE

### 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.

Livello  
**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**

Livello  
**9** Gains the Shape change ability.

### RIDUZIONE DEL DANNO

DAMAGE  
REDUCTION

Vigilante  
Livello

/magic =

Damage reduction applies only when in Vigilante form.

### STAUNCH ALLY

Livello  
**5** Your magical spirit guide can use your Startling Appearance ability.

Livello  
**11** Your magical spirit guide can use your Frightening Appearance ability.  
It can use either its own charisma or yours for calculating DC.

Livello  
**17** Your magical spirit guide can use your Stunning Appearance ability.

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