

CABALIST VIGILANTE

MAGIAS

Teste de Resistência CD	Magias por dia	Base = Magia	Magias Bônus +
0			INT -4 INT -8 INT -12
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Teste de Magia CD = 10 + INT + Nível da Magia

FALHA ARCANA

LIMIAR

% Cabalists can wear light armour without risking spell failure.

VIGILANTE TALENTS

Nível 2	
Nível 6	
Nível 12	
Nível 18	
Nível 20	

VIGILANTE IDENTITY

Vigilante name



INQUISITION

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

Nível 3 + Vigilante Level bonus to resist attempts to Intimidate

STARTLING APPEARANCE

Nível 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

Nível 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) + CAR

STUNNING APPEARANCE

Nível 17 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:

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

SOCIAL IDENTITY

Social name



MAGIAS PREPARADAS

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SOCIAL

SOCIAL TALENTS

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