

CABALIST VIGILANTE

MAGIAS

Teste de Resistência CD Magias por dia = Base Magia + Magias Bônus

	0			INT	INT - 4	INT - 8	INT - 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"/>	

Teste de Magia CD = 10 + INT + Nível da Magia

FALHA ARCANA

LIMIAR

% Cabalists can wear light armour without risking spell failure.

TALENTOS DE VIGILANTE

Nível **2**

Nível **6**

Nível **12**

Nível **18**

Nível **20**

IDENTIDADE DO VIGILANTE

Nome de Vigilante



SPILL BLOOD

A successful attack against an unaware target causes bleeding.

BLEED DAMAGE

Nível de Vigilante

=

IDENTIDADE DUPLA

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.

INABALÁVEL

Nível **3** + Vigilante Level bonus to resist attempts to Intimidate

BLOODBOUND SPELL

Nível **5** When casting a spell against a bleeding target, the target takes -1 to saves and AC, or -2 for necromancy spells.

BLOODY HORROR

Nível **11** When one of a spell's targets is bleeding, make an intimidate check to demoralise all targets.

Target cannot be affected again for 24 hours.

SHADOWY APPEARANCE

Nível **17** While in vigilante identity, gain 20% miss chance. Once per day, use *greater invisibility* for 1d6 rounds.

GOLPE VINGATIVO

Spend up to five consecutive standard actions studying a target, each granting one of:

Nível **20**
☐☐☐☐ +4 no ataque
☐☐☐☐ +3d6 de dano
☐☐☐☐ +2 em rolagem de ataque (afeta o alcance de crítico)

IDENTIDADE SOCIAL

Nome social



MAGIAS PREPARADAS

0

1

2

3

4

5

6

SOCIAL

TALENTOS SOCIAIS

Nível **1**

Nível **3**

Nível **5**

Nível **7**

Nível **9**

Nível **11**

Nível **13**

Nível **15**

Nível **17**

Nível **19**