ANIMAL GUIDE

Имя MAGICAL CHILD **SOCIAL IDENTITY** Animal form Имя Животное Wizard familiar list. Your magical spirit guide has a social identity as an ordinary animal, though a spirit guide with an 3 outlandish form may need to hide or disquise. 5 SOCIAL CONNECTIONS 7 ДРУГ ВРАГ DAMAGE REDUCTION ДРУГ ВРАГ /magic ДРУГ ВРАГ 5 Уровень ability. ДРУГ ВРАГ 17 ability. ДРУГ 20 ability. ДРУГ ВРАГ

MAGICAL SPIRIT GUIDE Your magical spirit guide takes the form of an animal from the If your magical spirit guide dies, it can be returned after 24 hours with a ritual. It retains all of its memories. Your magical spirit guide's form changes permanently into a level-appropriate creature from the Improved Familiar list. Alignment restrictions apply, based only on your Vigilante alignment. Gains the Shape change ability. СОКРАЩЕНИЕ УРОНА Vigilante Level Damage reduction applies only when in Vigilante form. **STAUNCH ALLY** Уровень Your magical spirit guide can use your Startling Appearance Your magical spirit guide can use your Frightening Appearance It can use either its own charisma or yours for calculating DC. Уровень Your magical spirit guide can use your Stunning Appearance Уровень Your magical spirit guide can use your Vengeance Strike

