## **ANIMAL GUIDE**

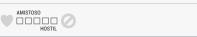
# MAGICAL CHILD SOCIAL IDENTITY Nombre Animal Your magical spirit guide has a social identity as

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















### MAGICAL SPIRIT GUIDE

Nombre

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.

### Nivel **3**

- 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.

### Nivel **9**

Gains the Shape change ability.

### Reducción de Daño

REDUCCIÓN DE DAÑO Vigilante Level

/magic =

Damage reduction applies only when in Vigilante form.

### STAUNCH ALLY

 $\begin{array}{ll} {\sf Nivel} & {\sf Your\ magical\ spirit\ guide\ can\ use\ your\ Startling\ Appearance} \\ {\bf 5} & {\sf ability.} \end{array}$ 

Nivel Your magical spirit guide can use your Frightening Appearance

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

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

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