

# MAGICAL CHILD VIGILANTE

## CZARY

| ST Rzutu<br>Obronnego | Czary<br>Dziennie | Czary<br>Bazowe | Czary Premiowe   |
|-----------------------|-------------------|-----------------|--|
| 0                     |                   |                 | INT - 4<br>INT - 8<br>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"/> |

ST Rz. Obr. = 10 + INT + Poziom Czaru

You must commune with your magical spirit guide for 1 hour each day to replenish your spells.

## ARCANE SPELL FAILURE THRESHOLD

% Magical children can wear light armour without risking spell failure.

## VIGILANTE TALENTS

Poziom  
**2**

Poziom  
**6**

Poziom  
**12**

Poziom  
**18**

Poziom  
**20**

## VIGILANTE IDENTITY

Vigilante name



## DUAL IDENTITY

Knowledge checks of one of your identities do not reveal anything about the other, unless you have been unmasked.  
Your two alignments must be within 1 step of each other.  
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.

## TRANSFORMATION SEQUENCE

Transform in just 5 rounds, but with a visible and audible spectacle

## Quick change social talent

Transform as a standard action, but with an impressive spectacle.

## UNSHAKEABLE

Poziom  
**3**

+

Vigilante Level bonus to resist attempts to Intimidate

## STARTLING APPEARANCE

Poziom  
**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

Poziom  
**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 ) + CHA

Vigilante  
Level

Poziom  
**17**

## STUNNING APPEARANCE

On a successful surprise attack, target must make a will save or be stunned until the end of your next turn.

## VENGEANCE STRIKE

Poziom  
**20**

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

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

## SOCIAL IDENTITY

Social name



## PRZYGOTOWANE CZARY

0

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1

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# SOCIAL

## SOCIAL TALENTS

Poziom  
**1**

Poziom  
**3**

Poziom  
**5**

Poziom  
**7**

Poziom  
**9**

Poziom  
**11**

Poziom  
**13**

Poziom  
**15**

Poziom  
**17**

Poziom  
**19**