

CZARNOKSIĘŻNIK VIGILANTE

CZARY

ST Rzutu Obronnego	Czary Dziennie	Czary Bazowe	Czary Premiowe
	0		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"/>

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

ARCANE SPELL FAILURE THRESHOLD

% Warlocks can wear light armour
without risking spell failure.

VIGILANTE TALENTS

Poziom
2

Poziom
6

Poziom
12

Poziom
18

Poziom
20

VIGILANTE IDENTITY

Vigilante name



MYSTIC BOLTS

BOLT DAMAGE

Vigilante
Level

= ÷ 4

☐ Kwas ☐ Elektryczność
☐ Zimno ☐ Ogień

PoziomPoziomPoziom

7 13 19 Add another damage type

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.

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 = 10 + Hit + WIS
check DC dice

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

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

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

SOCIAL IDENTITY

Social name



PRZYGOTOWANE CZARY

0

1

2

3

4

5

6

SOCIAL

SOCIAL TALENTS

Poziom
1

Poziom
3

Poziom
5

Poziom
7

Poziom
9

Poziom
11

Poziom
13

Poziom
15

Poziom
17

Poziom
19