

CABALIST VIGILANTE

CONJUROS

CD Salv de Conjuros = Conjuros al Día = Conjuros Base + Conjuros Adicionales

CD Salv de Conjuros	Conjuros al Día	Conjuros Base	Conjuros Adicionales
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"/>

CD Salv Conjuro = 10 + INT + Nivel Conjuro

ARCANE SPELL FAILURE THRESHOLD

% Cabalists can wear light armour without risking spell failure.

VIGILANTE TALENTS

Nivel **2**

Nivel **6**

Nivel **12**

Nivel **18**

Nivel **20**

VIGILANTE IDENTITY

Vigilante name



INQUISITION

DUAL IDENTITY

Knowledge checks of one of your identities do not reveal anything about the other, unless you have been unmasked.

Cambiar identidades toma un minuto, y debe ser hecho fuera del campo de vision.

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.

UNSHAKEABLE

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

STARTLING APPEARANCE

Nivel **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 + Dado de golpe + SAB

Nivel **11** Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC. Target is also frightened unless they pass a will save.

CD SALV VOL

= 10 + (÷ 2) + CAR

STUNNING APPEARANCE

Nivel **17** 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:

- Nivel **20** ☐☐☐☐ +4 al ataque
- ☐☐☐☐ +3d6 damage
- ☐☐☐☐ +2 to attack roll (affects critical range)

SOCIAL IDENTITY

Social name



CONJUROS PREPARADOS

0

1

2

3

4

5

6

SOCIAL

SOCIAL TALENTS

Nivel **1**

Nivel **3**

Nivel **5**

Nivel **7**

Nivel **9**

Nivel **11**

Nivel **13**

Nivel **15**

Nivel **17**

Nivel **19**