

# HEXER VIGILANTE

## ZAUBER

RW gegen Zauber	Zauber pro Tag	Grund-zauber	Bonuszauber
	0		IN - 4 IN - 8 IN - 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"/>

RW gegen Zauber (SG) = 10 + IN + Zaubergrad

## ARCANE SPELL FAILURE WAHRSCHEINLICHKEIT

% Warlocks can wear light armour without risking spell failure.

## VIGILANTE TALENTS

Stufe 2	
Stufe 6	
Stufe 12	
Stufe 18	
Stufe 20	

## VIGILANTE IDENTITY

Vigilante name



## MYSTIC BOLTS

### BOLT DAMAGE

Vigilante Level

W6 =  $\div 4$  ☐ Säure ☐ Elektrizität ☐ Kälte ☐ Feuer

Stufe 7 Stufe 13 Stufe 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

Stufe 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

Stufe 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

Vigilante Level

$\div 2$  + CH

### STUNNING APPEARANCE

Stufe 17 On a successful surprise attack, target must make a will save or be stunned until the end of your next turn.

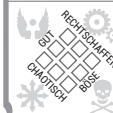
## VENGEANCE STRIKE

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

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

## SOCIAL IDENTITY

Social name



## VORBEREITETE ZAUBER

0

1

2

3

4

5

6

# SOCIAL

## SOCIAL TALENTS

Stufe 1	
Stufe 3	
Stufe 5	
Stufe 7	
Stufe 9	
Stufe 11	
Stufe 13	
Stufe 15	
Stufe 17	
Stufe 19	