

CABALIST VIGILANTE

MAGIAS

Teste de Resistência CD	Magias por dia	Base = Magia	Magias Bônus +
0			INT -4 INT -8 INT -12
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2			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Teste de Magia CD = 10 + INT + Nível da Magia

FALHA ARCANA LIMIAR

% Cabalists can wear light armour without risking spell failure.

VIGILANTE TALENTS

Nível 2	
Nível 6	
Nível 12	
Nível 18	
Nível 20	

VIGILANTE IDENTITY

Vigilante name



SPILL BLOOD

A successful attack against an unaware target causes bleeding.

**BLEED
DAMAGE**

Vigilante
Level

=

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.

UNSHAKEABLE

Nível 3 + Vigilante Level bonus to resist attempts to Intimidate

BLOODBOUND SPELL

Nível 5 When casting a spell against a bleeding target, the target takes -1 to saves and AC, or -2 for necromancy spells.

BLOODY HORROR

Nível 11 When one of a spell's targets is bleeding, make an intimidate check to demoralise all targets.

Target cannot be affected again for 24 hours.

SHADOWY APPEARANCE

Nível 17 While in vigilante identity, gain 20% miss chance. Once per day, use *greater invisibility* for 1d6 rounds.

VENGEANCE STRIKE

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

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

SOCIAL IDENTITY

Social name



MAGIAS PREPARADAS

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SOCIAL

SOCIAL TALENTS

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