

# CABALIST VIGILANTE

## INCANTESIMI

CD TS Incantesimi		Inc. al Giorno	=	Inc. Base	+	Inc. Bonus
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CD Salvezza Inc. = 10 + INT + Liv. Incantesimo

### SOGLIA FALLIMENTO INCANTESIMI ARCANI

% Cabalists can wear light armour  
without risking spell failure.

## VIGILANTE TALENTS

Livello	
2	
Livello	
6	
Livello	
12	
Livello	
18	
Livello	
20	

## VIGILANTE IDENTITY

Vigilante name



## SPILL BLOOD

A successful attack against an unaware target causes bleeding.

**BLEED  
DAMAGE**

Vigilante  
Livello

=

## 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

Livello  
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+

Vigilante Level bonus to resist  
attempts to Intimidate

## BLOODBOUND SPELL

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

### BLOODY HORROR

Livello  
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.

Livello  
17

### SHADOWY APPEARANCE

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

## VENGEANCE STRIKE

Livello  
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



## INCANTESIMI PREPARATI

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# SOCIAL

## SOCIAL TALENTS

Livello  
1

Livello  
3

Livello  
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Livello  
7

Livello  
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Livello  
11

Livello  
13

Livello  
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Livello  
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Livello  
19