

WARLOCK VIGILANTE

MAGIAS

Teste de Resistência CD Magias por dia = Base Magia + Magias Bônus

	0			INT	INT -4	INT -8	INT -12
	1			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	2			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	3			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	4			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	5			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	6			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Teste de Magia CD = 10 + INT + Nível da Magia

FALHA ARCANA LIMAR

% Warlocks can wear light armour without risking spell failure.

VIGILANTE TALENTS

Nível	
2	
Nível	
6	
Nível	
12	
Nível	
18	
Nível	
20	

VIGILANTE IDENTITY

Vigilante name



MYSTIC BOLTS

BOLT DAMAGE

Vigilante
Level

d6 = ÷ 4

☐ Ácido ☐ Elétrico
☐ Gelo ☐ Fogo

Nível Nível Nível
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

Nível On a successful surprise attack, target is treated as flat-footed for your round and takes -4 to attack you.
5

FRIGHTENING APPEARANCE

On a successful surprise attack, opt to demoralise enemies.

Intimidate = 10 + Hit + WIS
check DC dice

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

WILL SAVE DC

= 10 + (÷ 2) + CAR

Nível STUNNING APPEARANCE
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:

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

SOCIAL IDENTITY

Social name



MAGIAS PREPARADAS

0

1

2

3

4

5

6

SOCIAL

SOCIAL TALENTS

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