

ANIMAL GUIDE

MAGICAL CHILD

SOCIAL IDENTITY

Name

Animal

Your magical spirit guide has a social identity as an ordinary animal, though a spirit guide with an outlandish form may need to hide or disguise.

SOCIAL CONNECTIONS

FRIENDLY
□□□□
HOSTILE

FRIENDLY
□□□□
HOSTILE

FRIENDLY
□□□□
HOSTILE

FRIENDLY
□□□□
HOSTILE

FRIENDLY
□□□□
HOSTILE

FRIENDLY
□□□□
HOSTILE

FRIENDLY
□□□□
HOSTILE

FRIENDLY
□□□□
HOSTILE

MAGICAL SPIRIT GUIDE

Name

Animal form

Your magical spirit guide takes the form of an animal from the Wizard familiar list.
If your magical spirit guide dies, it can be returned after 24 hours with a ritual. It retains all of its memories.

Level
3 Your magical spirit guide's form changes permanently into a level-appropriate creature from the Improved Familiar list.
5 Alignment restrictions apply, based only on your Vigilante alignment.
7

Level
9 Gains the Shape change ability.

DAMAGE REDUCTION

DAMAGE REDUCTION Vigilante
Level

/magic =

Damage reduction applies only when in Vigilante form.

STAUNCH ALLY

Level
5 Your magical spirit guide can use your Startling Appearance ability.

Level
11 Your magical spirit guide can use your Frightening Appearance ability.
It can use either its own charisma or yours for calculating DC.

Level
17 Your magical spirit guide can use your Stunning Appearance ability.

Level
20 Your magical spirit guide can use your Vengeance Strike ability.