

WARLOCK VIGILANTE

INCANTESIMI

CD TS Incantesimi		Inc. al Giorno	=	Inc. Base	+	Inc. Bonus
	0					INT - 4 INT - 8 INT - 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"/>
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	5					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	6					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

CD Salvezza Inc. = 10 + INT + Liv. Incantesimo

SOGLIA FALLIMENTO INCANTESIMI ARCANI

% Warlocks can wear light armour without risking spell failure.

VIGILANTE TALENTS

Livello	
2	
Livello	
6	
Livello	
12	
Livello	
18	
Livello	
20	

VIGILANTE IDENTITY

Vigilante name



MYSTIC BOLTS

BOLT DAMAGE

Vigilante
Livello

d6 = $\div 4$ ☐ Acido ☐ Elettrocit  ☐ Freddo ☐ Fuoco

Livello Livello Livello

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

Livello 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 = 10 + Hit check DC dice + SAG

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

CD TS VOLONT 

Vigilante Livello $= 10 + (\div 2) + CAR$

STUNNING APPEARANCE

Livello 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:

Livello 20 ☐☐☐☐ +4 to attack ☐☐☐☐ +3d6 danni ☐☐☐☐ +2 to attack roll (affects critical range)

SOCIAL IDENTITY

Social name



INCANTESIMI PREPARATI

0

1

2

3

4

5

6

SOCIAL

SOCIAL TALENTS

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