

MAGICAL CHILD VIGILANTE

SORTS

Sort DD sauvegarde	Sorts par jour	Base = Sorts	Sorts supp. + Sorts
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"/>
4			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
5			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
6			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

DD de jet de sauvegarde d'un sort = 10 + INT + niveau de **app** + niveau de **app** as your current identity.

You must commune with your magical spirit guide for 1 hour each day to replenish your spells.

RISQUE D'ÉCHEC DES SORTS PROFANES

Magical children can wear light armour without risking spell failure.

VIGILANTE TALENTS

Niveau	
2	
Niveau	
6	
Niveau	
12	
Niveau	
18	
Niveau	
20	

VIGILANTE IDENTITY

Vigilante name



DOUBLE IDENTITÉ

Knowledge checks of one of your identities do not reveal anything about the other, unless you have been unmasked.

Your two alignments must be within 1 step of each other.

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.

TRANSFORMATION SEQUENCE

Transform in just 5 rounds, but with a visible and audible spectacle

Quick change social talent

Transform as a standard action, but with an impressive spectacle.

UNSHAKEABLE

Niveau

3

+

Vigilante Level bonus to resist attempts to Intimidate

STARTLING APPEARANCE

Niveau

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 check DC = 10 + Hit dice + SAG

Niveau

11

Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC.

Target is also frightened unless they pass a will save.

WILL SAVE DC

= 10 + (÷ 2) + CHA

Niveau

17

STUNNING APPEARANCE

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:

Niveau

20

☐☐☐☐ +4 à l'attaque

☐☐☐☐ +3d6 aux dégâts

☐☐☐☐ +2 aux jets d'attaque (affecte la portée de critique)

SOCIAL IDENTITY

Social name



SORTS PRÉPARÉS

0

1

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SOCIAL

TALENTS SOCIAUX

Niveau

1

Niveau

3

Niveau

5

Niveau

7

Niveau

9

Niveau

11

Niveau

13

Niveau

15

Niveau

17

Niveau

19