

# MAGICAL CHILD VIGILANTE

## CONJUROS

CD Salv de Conjujos = Conjujos al Día = Conjujos Base + Conjujos Adicionales

	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"/>

CD Salv Conjujo = 10 + INT + Nivel Conjujo

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

## ARCANE SPELL FAILURE THRESHOLD

% Magical children can wear light armour without risking spell failure.

## VIGILANTE TALENTS

Nivel	
2	
Nivel	
6	
Nivel	
12	
Nivel	
18	
Nivel	
20	

## VIGILANTE IDENTITY

Vigilante name



## DUAL IDENTITY

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

Nivel

3

+

Vigilante Level bonus to resist attempts to Intimidate

## STARTLING APPEARANCE

Nivel

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 + Dado de golpe + SAB

Nivel

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 SALV VOL

= 10 + (  ÷ 2 ) + CAR

Nivel

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:

Nivel

20

- ☐☐☐☐ +4 al ataque
- ☐☐☐☐ +3d6 damage
- ☐☐☐☐ +2 to attack roll (affects critical range)

## SOCIAL IDENTITY

Social name



## CONJUROS PREPARADOS

0

1

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2

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4

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6

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# SOCIAL

## SOCIAL TALENTS

Nivel

1

Nivel

3

Nivel

5

Nivel

7

Nivel

9

Nivel

11

Nivel

13

Nivel

15

Nivel

17

Nivel

19