

# CABALIST VIGILANTE

## SORTS

Sort DD sauvegarde		Sorts par jour	= Sorts de base +	Sorts supp.
	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 d

## ARCANE SPELL FAILURE THRESHOLD

% Cabalists can wear light armour  
without risking spell failure.

## VIGILANTE TALENTS

Niveau	
2	
Niveau	
6	
Niveau	
12	
Niveau	
18	
Niveau	
20	

## VIGILANTE IDENTITY

Vigilante name



## SPILL BLOOD

A successful attack against an unaware target causes bleeding.

**BLEED  
DAMAGE**

Vigilante  
Level

=

## DOUBLE IDENTITÉ

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.

## UNSHAKEABLE

Niveau  
3

+

Vigilante Level bonus to resist  
attempts to Intimidate

## BLOODBOUND SPELL

Niveau  
5

When casting a spell against a bleeding target, the target takes  
-1 to saves and AC, or -2 for necromancy spells.

## BLOODY HORROR

Niveau  
11

When one of a spell's targets is bleeding, make an intimidate  
check to demoralise all targets.

Target cannot be affected again for 24 hours.

Niveau  
17

## SHADOWY APPEARANCE

While in vigilante identity, gain 20% miss chance.  
Once per day, use *greater invisibility* for 1d6 rounds.

## VENGEANCE STRIKE

Niveau  
20

Spend up to five consecutive standard actions studying  
a target, each granting one of:

☐☐☐☐ +4 à l'attaque

☐☐☐☐ +3d6 aux dégâts

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

## SOCIAL IDENTITY

Social name



## SORTS PREPARES

0

☐ ☐ ☐

☐ ☐ ☐

1

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

2

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

3

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

4

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

5

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

6

☐ ☐ ☐

☐ ☐ ☐

# SOCIAL

## TALENTS SOCIAUX

Niveau  
1

Niveau  
3

Niveau  
5

Niveau  
7

Niveau  
9

Niveau  
11

Niveau  
13

Niveau  
15

Niveau  
17

Niveau  
19