

WARLOCK VIGILANTE

CONJUROS

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

	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"/>

CD Salv Conjuro = 10 + INT + Nivel Conjuro

ARCANE SPELL FAILURE THRESHOLD

% Warlocks can wear light armour without risking spell failure.

VIGILANTE TALENTS

Nivel	
2	
Nivel	
6	
Nivel	
12	
Nivel	
18	
Nivel	
20	

VIGILANTE IDENTITY

Vigilante name



MYSTIC BOLTS

BOLT DAMAGE

Vigilante Level

d6 = $\div 4$ ☐ Ácido ☐ Electricidad ☐ Frío ☐ Fuego

Nivel 7 Nivel 13 Nivel 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.
Cambiar identidades toma un minuto, y debe ser hecho fuera del campo de vision.
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

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 + $\left(\frac{\text{Vigilante Level}}{2} \right) + \text{CAR}$

STUNNING APPEARANCE

Nivel 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:

Nivel 20 ☐☐☐☐ +4 al ataque
☐☐☐☐ +3d6 damage
☐☐☐☐ +2 to attack roll (affects critical range)

SOCIAL IDENTITY

Social name



CONJUROS PREPARADOS

0

1

2

3

4

5

6

SOCIAL

SOCIAL TALENTS

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