

PSYCHOMETRIST VIGILANTE

FOCUS POWERS

POWER
SAVE DC

Vigilante
Level

$$\boxed{} = 10 + \left(\div 2 \right) + \text{IN}$$

MENTAL FOCUS

FOCUS
POINTS

Vigilante
Level

$$\boxed{} = \left(\div 2 \right) + \text{IN}$$

OBJECT READING

Spend 1 minute handling an item to learn:

- If the item is magical, learn its properties and command word.
- If the item is historical, learn about its past.
- If the item was used recently, learn about its last user.

Stufe
2

VIGILANTE TALENTS

Stufe
4

Stufe
8

Stufe
10

Stufe
14

Stufe
16

Stufe
20

VIGILANTE IDENTITY

Vigilante name



Stufe	Abjuration	Evocation	Necromancy
2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
6	Divination	Illusion	Transmutation
12	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
18	Enchantment		
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IMPLEMENTS

	Mental Focus
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STARTLING APPEARANCE

Stufe 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.

$$\text{Intimidate check DC} = 10 + \text{Hit dice} + \text{WIS}$$

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

$$\text{WILL SAVE DC} = 10 + \left(\div 2 \right) + \text{CH}$$

STUNNING APPEARANCE

Stufe 17 On a successful surprise attack, target must make a will save or be stunned until the end of your next turn.

PSYCHOMETRIC STRIKE

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

- ☐☐☐☐ +4 to attack
- ☐☐☐☐ +3d6 damage
- ☐☐☐☐ +2 to attack roll (affects critical range)
- x2 against a target possessing an object that belonged to you.

SOCIAL IDENTITY

Social name



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 sry 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.

SOCIAL CONNECTIONS

FREUNDLICH
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FEINDLICH

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FEINDLICH

SOCIAL

SOCIAL TALENTS

Stufe 3

Stufe 5

Stufe 7

Stufe 9

Stufe 11

Stufe 13

Stufe 15

Stufe 17

Stufe 19