

# PSYCHOMETRIST VIGILANTE

## FOCUS POWERS

**POWER**  
SAVE DC

Vigilante  
Level

= 10 + (  ÷ 2 ) + INT

## MENTAL FOCUS

**FOCUS**  
POINTS

Vigilante  
Level

= (  ÷ 2 ) + INT

## 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.

## VIGILANTE TALENTS

Level

4

Level

8

Level

10

Level

14

Level

16

Level

20

## VIGILANTE IDENTITY

Vigilante name



Level	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 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Illusion <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Transmutation <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
12	Enchantment <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
18			

## IMPLEMENTS

	Mental Focus
<input type="text"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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## STARTLING APPEARANCE

Level

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 demoralize enemies.

Intimidate  
check DC = 10 + Hit  
dice + WIS

Level

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

Vigilante  
Level

= 10 + (  ÷ 2 ) + CHA

## STUNNING APPEARANCE

Level

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

FRIENDLY  
☐☐☐☐☐  
HOSTILE

FRIENDLY  
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HOSTILE

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HOSTILE

# SOCIAL

## SOCIAL TALENTS

Level

3

Level

5

Level

7

Level

9

Level

11

Level

13

Level

15

Level

17

Level

19