PSYCHOMETRIST
VIGILANTE

FOCUS POWERS

POWER SAVE DC

$$\boxed{} = 10 + (\div 2) + \text{INT}$$

Vigilante Level

MENTAL FOCUS

FOCUS POINTS

$$\boxed{} = (\div 2) + \text{INT}$$

Vigilante Level

OBJECT READING

Spend 1 minute handling an item to learn:

Nível **2**

- 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

Nível **4**

Nível **8**

Nível **10**

Nível **14**

Nível **16**

Nível **20**

VIGILANTE IDENTITY

Vigilante name

BOM | LEAL | CAÓTICO | MAL

Nível			
2	Abjuration ☐☐☐☐	Evocation ☐☐☐☐	Necromancy ☐☐☐☐
6	Adivinhação ☐☐☐☐	Illusion ☐☐☐☐	Transmutation ☐☐☐☐
12			
18	Enchantment ☐☐☐☐		

IMPLEMENTS

Mental Focus

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STARTLING APPEARANCE

Nível **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 $= 10 +$ Hit dice $+ \text{WIS}$

Nível **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

$$\boxed{} = 10 + (\div 2) + \text{CAR}$$

Vigilante Level

STUNNING APPEARANCE

Nível **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:

Nível **20**

- ☐☐☐☐☐ +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

BOM | LEAL | CAÓTICO | MAL

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 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.

SOCIAL CONNECTIONS

AMIGÁVEL ☐☐☐☐☐ HOSTILE ⊘

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AMIGÁVEL ☐☐☐☐☐ HOSTILE ⊘

AMIGÁVEL ☐☐☐☐☐ HOSTILE ⊘

AMIGÁVEL ☐☐☐☐☐ HOSTILE ⊘

AMIGÁVEL ☐☐☐☐☐ HOSTILE ⊘

SOCIAL

SOCIAL TALENTS

Nível **3**

Nível **5**

Nível **7**

Nível **9**

Nível **11**

Nível **13**

Nível **15**

Nível **17**

Nível **19**