

FOCUS POWERS

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

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Level 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.

Nivel 4

Nivel 8

Nivel 10

Nivel 14

Nivel 16

Nivel 20

Level	Abjuration	Evocation	Necromancy
2	□□□□	□□□□	□□□□
6	Divination	Illusion	Transmutation
12	□□□□	□□□□	□□□□
18	Enchantment		
	□□□□		

Mental Focus

	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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_____	<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"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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5 Nivel On a successful surprise attack, target is treated as flat-footed for your round and takes -4 to attack you.

Intimidate check DC = 10 + Hit dice + WIS

Level Enemies within 10ft are shaken for 1rd + 1rd per 5 over the DC.

11 Target is also frightened unless they pass a will save.

$$\boxed{} = 10 + \left(\frac{\text{Vigilante Level}}{\div 2} \right) + \text{CAR}$$

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

Nivel
20

- +4 to attack
- +3d6 damage
- +2 to attack roll (affects critical range)

x2 against a target possessing an object that belonged to you.

Attempts to scry on you only work if your current identity is one known to the caster.

If suspected while in either identity, gain +20 to disguise checks to appear as your current identity.

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Nivel 3

Nivel 5

Nivel 7

Nivel _____

Nivel 11

Nivel 13

Nivel 15

Nivel 17

Nivel _____

19