

# PSYCHOMETRIST VIGILANTE

## FOCUS POWERS

POWER  
SAVE DC

Vigilante  
Level

$$\boxed{\phantom{000}} = 10 + \left( \phantom{000} \div 2 \right) + INT$$

## MENTAL FOCUS

FOCUS  
POINTS

Vigilante  
Level

$$\boxed{\phantom{000}} = \left( \phantom{000} \div 2 \right) + INT$$

## 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.

Poziom  
2

## VIGILANTE TALENTS

Poziom  
4

Poziom  
8

Poziom  
10

Poziom  
14

Poziom  
16

Poziom  
20

## VIGILANTE IDENTITY

Vigilante name



Poziom	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		
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

## IMPLEMENTS

Mental Focus  
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## STARTLING APPEARANCE

Poziom 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.

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

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

$$\text{WILL SAVE DC} = 10 + \left( \phantom{000} \div 2 \right) + CHA$$

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

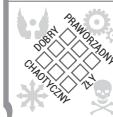
## PSYCHOMETRIC STRIKE

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

PRZYJACIELSKI  
☐☐☐☐  
WROGI

PRZYJACIELSKI  
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WROGI

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WROGI

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WROGI

# SOCIAL

## SOCIAL TALENTS

Poziom 3

Poziom 5

Poziom 7

Poziom 9

Poziom 11

Poziom 13

Poziom 15

Poziom 17

Poziom 19