PSYCHOMETRIST

V	IGI	LAN	TE

FOCUS P	POWER	₹
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POWER SAVE DC Vigilante Level

			LCV	CI					
=	10	+	(•	2)	+IN	

MENTAL FOCUS

FOCUS DOTNING

Vigilante

PUINIS			Lev	ei				
	=	(•	2)	+	IN'
	J	-					-	

OBJECT READING

Spend 1 minute handling an item to learn:

- If the item is magical, learn its properties Level 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	

Level	
10	

Level	
14	

Level 20	
20	

VIGILANTE IDENTITY

Vigilante name

/el	Abjuration	Evocation	Necromanc
)			

-			
	Divination	Illusion	Transmutati
•			
_	Enchantment		

IMPLEMENTS

Mental Focus

STARTLING APPEARANCE

Level On a successful surprise attack, target is treated as flat-footed 5 for your round and takes -4 to attack you.

FRIGHTENING APPEARANCE

18

On a successful surprise attack, opt to demoralise enemies.

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

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.

Vigilante Level WILL SAVE DC

= 10 +

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:

Level	+4 to	attack
	+3d6	damage

□□□□□ +2 to attack roll (affects critical range)

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

Social name		SOCIAL	
85/4	*	SOCIAL TALENTS	-
	_		
*****	_		
DUAL IDENTITY			
Knowledge checks of one of your identities do not reveal anything about the other, unless you have been unmasked.	Level —		
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.	Level –		
SEAMLESS GUISE If suspected while in either identity, gain +20 to disguise checks to appear as your current identity.			
SOCIAL CONNECTIONS	Level —		
FRIENDLY			
HOSTILE	P Level —		
FRIENDLY			
HOULE	Level 11		
FRIENDLY HOSTILE			
	13 _		
FRIENDLY HOSTILE			
FRIENDLY	Level		
HOSTILE			
	Level — 17 _		
FRIENDLY HOSTILE			
TANDANI	Level —		
FRIENDLY	-7 -		

SOCIAL IDENTITY