PSYCHOMETRIST VIGILANTE

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POWER SAVE DC Vigilante Level

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MENTAL FOCUS

FOCUS POINTS

Vigilante

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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

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Stufe 8

Stufe 10

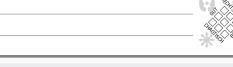
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VIGILANTE IDENTITY

Vigilante name



Stufe 2	Abjuration	Evocation	Necromancy
6	Divination	Illusion	Transmutati

12 Enchantment 18

IMPLEMENTS

Mental Focus

STARTLING APPEARANCE

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

FRIGHTENING APPEARANCE

On a successful surprise attack, opt to demoralise enemies.

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

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

Target is also frightened unless they pass a will save.

Vigilante Level WILL SAVE DC

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 Stufe

□□□□□ +3d6 damage 20

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

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

SOCIAL

SOCIAL TALENTS

Social name		
	DUAL IDENTITY	

SOCIAL 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



FREUNDLICH











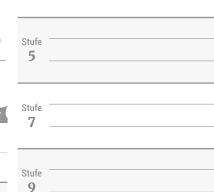




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