

QUINN

INVESTIGATOR

1

ANCESTRY	HUMAN (SKILLED)	BACKGROUND	BARRISTER
SPEED	25 FEET	PERCEPTION	+6 (EXPERT)
LANGUAGES	COMMON, KELISH, MWANGI, OSIRIANI, VARISIAN, VUDRANI	CLASS DC	17
STRENGTH	DEXTERITY	CONSTITUTION	
STR	+2	DEX	+1
INTELLIGENCE	WISDOM	CHARISMA	
INT	+4	WIS	+1
		CHA	+1

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	16	16
FORTITUDE	REFLEX	WILL
+3	+6	+6

STRIKES

MELEE	◆ sword cane +5 [+1/-3] (agile, concealable, finesse), 1d6+2 piercing
RANGED	◆ bomb +4 [-1/-6] (thrown 20 feet), see equipment ◆ crossbow +4 [-1/-6] (range increment 120 feet, reload 1), 1d8 piercing

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+1	+7 ●	+2
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
+7 ●	+4 ●	+4 ●
INTIMIDATION (CHA)	LEGAL LORE (INT)	LORE (OTHER; INT)
+1	+7 ●	+4
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+4 ●	+4 ●	+7 ●
PERFORMANCE (CHA)	RELIGION (WIS)	SOCIETY (INT)
+4 ●	+4 ●	+7 ●
STEALTH (DEX)	SURVIVAL (WIS)	THIEVERY (DEX)
+4 ●	+1	+4 ●

● = TRAINED ●● = EXPERT ●●● = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	Cooperative Nature
CLASS FEATS	Known Weaknesses, That's Odd
SKILL FEATS	Group Impression
CLASS ABILITIES	Clue In, Devise a Stratagem, Expeditious Investigation, methodology (empiricism), Pursue a Lead

* Abilities with an asterisk have already been calculated into Quinn's statistics and do not appear elsewhere.

EQUIPMENT

BULK	Current: 4, 3 L; Maximum: 7 Bulk
WORN	lesser acid flask (2), backpack, crossbow (10 bolts), studded leather armor, sword cane
STOWED	bedroll, chalk (10 pieces), flint and steel, rations (2 weeks), rope (50 feet), soap, torch (5), waterskin
WEALTH	3 sp



WHAT IS AN INVESTIGATOR?

Your analytical mind quickly formulates solutions to complicated problems, and your honed senses identify even the most obscure clues. Wielding knowledge as a weapon, you study the creatures and dangers you encounter to exploit their weaknesses.

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1

EQUIPMENT

The following rules apply to Quinn's equipment.

Agile (trait) The multiple attack penalty you take on the second attack each round with this weapon is -4 instead of -5, and -8 instead of -10 on the third and any further attacks in the round.

Backpack A backpack can hold up to 4 Bulk worth of items. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible. The first 2 Bulk of items stowed in your backpack do not count against your Bulk limits (and are not included in your worn Bulk).

Concealable (trait) You gain a +2 circumstance bonus to Stealth checks and DCs to hide or conceal a weapon with this trait.

Finesse (trait) You can use your Dexterity instead of Strength to calculate your attack bonus (but not damage rolls) with this melee weapon.

☐☐ **Lesser Acid Flask** (acid, alchemical, bomb, consumable, splash) **Level 1**; **Usage** held in 1 hand; **Bulk** L; **Activate** ⬥ (Strike); **Effect** This flask deals 1 acid damage, 1d6 persistent acid damage, and 1 acid splash damage.

Splash (trait) If an attack with a splash weapon fails, succeeds, or critically succeeds, all creatures within 5 feet of the target (including the target) take the listed splash damage. On a failure (but not a critical failure), the target of the attack still takes the splash damage. Add splash damage together with the initial damage against the target before applying the target's weaknesses or resistances. You don't multiply splash damage on a critical hit.

Reload (trait) This weapon requires you to use 1 Interact action to reload before it can be fired again.

FEATS AND ABILITIES

Quinn's feats and abilities are described below.

Cooperative Nature The short human life span lends perspective and has taught you from a young age to set aside differences and work with others to achieve greatness. You gain a +4 circumstance bonus to checks to Aid.

Group Impression When you Make an Impression, you can compare your Diplomacy check result to the Will DCs of up to 10 targets you conversed with, with no penalty.

Pursue a Lead (concentrate, exploration) You name one detail you've identified that you think is part of a larger mystery, then spend 1 minute examining it. The detail is typically either obvious or something you've already discovered using Recall Knowledge, Sense Motive, Gather Information, or a similar action. After the minute passes, the GM either confirms there's a larger mystery or tells you there's nothing more to learn (the detail is inconsequential or you know all the information already). If there is in fact a larger mystery at play, you can't Pursue a Lead again for 10 minutes, but you can choose to open an investigation. To do so, define the question at the heart of the mystery, such as "Where has the priceless work of art that was supposed to hang here been taken?" or "Who or what killed this priest?"

Investigation Bonus Whenever you attempt a Perception check or skill check to attempt to get closer to answering the question at the heart of an active investigation, you gain a +1 circumstance bonus to the check. The exact checks this applies to depend on the actions you use to investigate and are determined by the GM, but checks to investigate are typically Perception checks or skill checks that use Intelligence, Wisdom, or Charisma.

Active Investigations You can maintain two active investigations at a time. If you Pursue another Lead after that, the case must be

different from any of your current investigations (as far as you are aware), and you give up on a current investigation of your choice. Once you've given up pursuit of an investigation, you can't Pursue a Lead into it again until after the next time you make your daily preparations.

Solving an Investigation If you answer the question at the heart of your investigation, the GM tells you that you've done so. You don't lose the bonus or other benefits until you choose to close the investigation by Pursuing a Lead again or voluntarily Dismissing it. If what you discover points to an even larger mystery, you can work with the GM to adapt the question to the new information.

Clue In ⤵ (concentrate) **Frequency** once per 10 minutes; **Trigger** Another creature attempts a check that could help get you closer to answering the question at the heart of one of your active investigations.; **Effect** You share information with the triggering creature. They gain a +1 circumstance bonus to their check. The GM can add any relevant traits to this reaction depending on the situation, such as auditory and linguistic if you're conveying information verbally.

Devise a Stratagem ⬥ or ⬤ (concentrate, fortune) **Frequency** once per round; **Effect** You assess a foe's weaknesses in combat and use them to formulate a plan of attack against your enemy. Choose a creature you can see. You can Devise a Stratagem as a free action if you're aware that creature could help answer the question at the heart of one of your active investigations. Roll a d20, then decide on an attack stratagem or skill stratagem.

Attack Stratagem If you Strike the chosen creature before the start of your next turn, you must use the result of the d20 roll from Devise a Stratagem for your Strike's attack roll instead of rolling. You make this substitution only for the first Strike you make against the creature this round, not any subsequent ones. When you make this substitution, you can add your Intelligence modifier to your attack roll instead of your Strength or Dexterity modifier, provided you Strike with your sword cane, fist, crossbow or thrown bomb.

Skill Stratagem You can't attempt to Strike the target until the start of your next turn. You gain a +1 circumstance bonus to your next Intelligence-, Wisdom-, or Charisma-based skill check or Perception check involving the target before the start of your next turn. If you would gain your Pursue a Lead investigation bonus to such a check, that bonus increases by 1 instead of you gaining the +1 bonus listed.

Known Weaknesses Whenever you Devise a Stratagem, you can also attempt a check to Recall Knowledge as part of that action before rolling the d20. If you critically succeed at the Recall Knowledge check, you notice a weakness and can convey the information to allies to grant each of them a +1 circumstance bonus to their next attack roll against the subject, as long as their attack is made before the beginning of your next turn. If you choose an attack stratagem, this bonus applies to that attack roll too..

Expeditious Inspection ⬤ **Frequency** once per 10 minutes; **Effect** You observe and assess your surroundings with great speed. You Recall Knowledge, Seek, or Sense Motive.

That's Odd When you enter a new location, the GM should give you a hint about any hidden passageways (such as scuff marks near a bookcase that's actually a swinging door), creatures or hazards (such as drippage on the floor from an unseen fungus growing on the rafters), or valuables (such as bunched carpet over a secret compartment in the floor that contains a bag of coins) in the

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1

location. The GM doesn't need to provide clues for rooms that have no significant secret or hidden features. If you wish, you can Pursue a Lead concerning this detail even if you have Pursued a Lead less than 10 minutes ago. You learn only that an area or object is suspicious, but not why it's suspicious. That's Odd doesn't reveal whether creatures are suspicious. You don't typically get any benefit when you leave and come back to a place, though if a major change has happened there and time has passed, the GM might determine that you do.