

QUINN

INVESTIGATOR



ANCESTRY	HUMAN (SKILLED)	BACKGROUND	BARRISTER
SPEED	25 FEET	PERCEPTION	+10 (EXPERT)
LANGUAGES	COMMON, KELISH, MWANGI, OSIRIANI, VARISIAN, VUDRANI	CLASS DC	21
STRENGTH	DEXTERITY	CONSTITUTION	
STR	+2	DEX	+2
INTELLIGENCE	WISDOM	CHARISMA	
INT	+4	WIS	+1
		CHA	+2

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	53	20
FORTITUDE	REFLEX	WILL
+9	+10	+10

STRIKES

MELEE	♦ +1 striking sword cane +12 [+8/+4] (agile, concealable, finesse), 2d6+2 piercing
RANGED	♦ bomb +11 [+6/+1] (thrown 20 feet), see equipment ♦ crossbow +11 [+6/+1] (range increment 120 feet, reload 1), 1d8 piercing

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+6	+11 •	+6
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
+13 ••	+11 ••	+9 •
INTIMIDATION (CHA)	LEGAL LORE (INT)	LORE (OTHER; INT)
+6	+11 •	+8
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+8 •	+8 •	+11 •
PERFORMANCE (CHA)	RELIGION (WIS)	SOCIETY (INT)
+9 •	+8 •	+13 ••
STEALTH (DEX)	SURVIVAL (WIS)	THIEVERY (DEX)
+11 ••	+5	+11 ••

• = TRAINED •• = EXPERT ••• = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	Clever Improviser, Cooperative Nature, skilled heritage
CLASS FEATS	Known Weaknesses, Shared Stratagem, Strategic Assessment, That's Odd
GENERAL FEATS	Canny Acumen (Fortitude)*, Untrained Improvisation
SKILL FEATS	Dirty Trick, Glean Contents, Group Impression, Quiet Allies, Read Lips
CLASS ABILITIES	Clue In, Devise a Stratagem, Expeditious Investigation, Keen Recollection, methodology (empiricism)*, Pursue a Lead, Strategic Strike*, weapon expertise*

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

EQUIPMENT

BULK	Worn: 5, 7 L; Stowed: 1, 2 L
WORN	moderate acid flask (2), backpack, moderate cognitive mutagen, crossbow (10 bolts), forensic dye (2), moderate ghost charge (2), healer's toolkit, <i>infiltrator's accessory</i> (+1 striking sword cane), studded leather armor, thieves' toolkit
STOWED	bedroll, chalk (10 pieces), flint and steel, rations (2 weeks), rope (50 feet), soap, torch (5), waterskin
WEALTH	6 gp, 5 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.

EQUIPMENT

The following rules apply to Quinn's equipment.

☐ **Acid Flask, Moderate** (acid, alchemical, bomb, consumable, splash) **Level 1; Usage** held in 1 hand; **Bulk** L; **Activate** ♦ (Strike); **Effect** This flask deals 1 acid damage, 2d6 persistent acid damage, and 2 acid splash damage.

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).

☐ **Cognitive Mutagen, Moderate** (alchemical, consumable, elixir, mutagen, polymorph) **Level 1; Usage** held in 1 hand; **Bulk** L; **Activate** ♦ (manipulate); **Effect** Your mind becomes clear, but physical matters seem ephemeral. These effects last for 10 minutes.

Benefit You gain a +2 item bonus to Arcana, Crafting, Lore, Occultism, and Society checks and all checks to Recall Knowledge. Your critical failures on Recall Knowledge checks become failures instead.

Drawback You take a -2 penalty to weapon and unarmed attack rolls, Athletics checks, and Acrobatics checks. You can carry 2 less Bulk than normal before becoming encumbered, and the maximum Bulk you can carry is reduced by 4.

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.

☐ **Forensic Dye** (alchemical, consumable) **Level 1; Usage** held in 1 hand; **Bulk** L; **Activate** ♦ (manipulate); **Effect** Activating this vial of colorless liquid requires inserting a small amount of another chemical or material, such as blood or mud. The vial reacts rapidly, transforming into a murky, reddish-brown substance for a brief moment before turning clear once more.

Once activated, the dye remains potent for up to 10 minutes, during which time you can spend 1 minute to brush it onto a single object of up to 1 Bulk or across the ground in a single 5-foot square. Where the dye comes in contact with an exact match for the activating chemical, it takes on a bright blue hue while staying transparent in areas with no activating component present.

☐ **Ghost Charge, Moderate** (alchemical, bomb, consumable, splash, vitality) **Level 3; Usage** held in 1 hand; **Bulk** L; **Activate** ♦ (Strike); **Effect** A ghost charge deals 2d8 vitality damage and 2 vitality splash damage, though as usual for vitality damage, this damage harms only undead and creatures with void healing. Ghost charges are designed to explode even on contact with a spiritual substance, making them ideal for damaging incorporeal undead. A primary target that takes damage from a ghost charge becomes enfeebled 1 until the start of your next turn.

Healer's Toolkit: This kit of bandages, herbs, and suturing tools is necessary for Medicine checks to Administer First Aid, Treat Disease, Treat Poison, or Treat Wounds.

Infiltrator's Accessory (illusion, magical) This elegant +1 striking sword cane serves equally well as both a fashionable accessory and a hidden weapon suitable for high-society events where weapons aren't typically permitted.

Activate-Hide Magic ♦ (manipulate) **Effect** You twist the sword cane's hilt, magically merging the blade into the cane. While the blade is merged, it can't be drawn and gains the benefits of a 3rd-rank *disguise magic* spell to appear non-magical. Passive observers can't attempt a check to notice the cane is anything more than a mundane, if superb, fashion accessory. Those carefully examining it can discern the cane is more than it appears, but doing so is extremely difficult (DC 30 Perception). Activating the sword cane again releases the blade, allowing it to be drawn normally.

Magnifying Glass This quality handheld lens gives you a +1 item bonus to Perception checks to notice minute details of documents, fabric, and the like.

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.

Thieves' Toolkit You need a thieves' toolkit to Pick Locks or Disable Devices (of some types) using the Thievery skill.

FEATS AND ABILITIES

Quinn's feats and abilities are described below.

Clever Improviser You can attempt skill actions that normally require you to be trained, even if you are untrained.

Untrained Improvisation You've learned how to handle situations when you're out of your depth. Your proficiency bonus to untrained skill checks is equal to your level -1 (already incorporated into Yoon's statistics).

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.

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.

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 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. Additionally,

you add 2d6 to the damage of this strike.

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.

Dirty Trick ♦ (attack, manipulate) **Requirements** You have a hand free and are within melee reach of an opponent; **Effect** You hook a foe's bootlaces together, pull their hat over their eyes, loosen their belt, or otherwise confound their mobility through an underhanded tactic. Attempt a Thievery check against the target's Reflex DC.

Critical Success The target is clumsy 1 until they use an Interact action to end the impediment.

Success As critical success, but the condition ends automatically after 1 round.

Critical Failure You fall prone as your attempt backfires.

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

Glean Contents You are adept at quickly scanning loose papers and carefully discerning the contents of sealed letters without damaging the seal. You can attempt Society checks to Decipher Writing on a message that is only partially glimpsed, upside down, or reversed from your perspective, and gain a +1 circumstance bonus to the check when doing so. You can also use this feat to decipher sealed letters, adding the manipulate trait to your attempt to Decipher Writing. This doesn't prevent witnesses from noticing your efforts; you might need to attempt Deception or Stealth checks to avoid being noticed. In either use of this feat, the recipient is made aware of your efforts on a critical failure (for instance, you might be caught rubbernecking, or you might disturb the papers in a way their owner notices).

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.

Keen Recollection You can recall pertinent facts on topics that aren't your specialty. Your proficiency bonus to untrained skill checks to Recall Knowledge is +3 instead of +0.

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.

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.

Quiet Allies You're skilled at moving with a group. When you are Avoiding Notice and your allies Follow the Expert, you and those allies can roll a single Stealth check, using the lowest modifier, instead of rolling separately. This doesn't apply for initiative rolls.

Read Lips You can read lips of others nearby who you can clearly see. The language read must be one that you know. When you're at your leisure, you can do this automatically. In encounter mode or when attempting a more difficult feat of lipreading, you're fascinated and off-guard during each round in which you focus on lip movements, and you must succeed at a Society check (DC determined by the GM) to successfully read someone's lips.

Shared Stratagem The plans you make include your allies as well as yourself. When you hit a creature with an attack on which you substituted your attack roll due to Devising a Stratagem, designate one ally. The creature you hit is off-guard to that ally on the next attack that ally makes against that creature before the start of your next turn.

Strategic Assessment You learn your foes' strengths and weaknesses by watching them move. When you hit a creature with a Strike on which you substituted your attack roll due to Devising a Stratagem, the GM chooses one of the following pieces of information about the enemy to tell you.

- Which of the enemy's weaknesses is highest
- Which of the enemy's resistances is highest
- Which of the enemy's saving throws is lowest
- One immunity the enemy has

The GM can choose deliberately or at random, but they can't choose information that doesn't apply (such as choosing an immunity for an enemy that has no immunities). This applies only the first time you hit a given creature.

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 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

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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.