

QUINN

INVESTIGATOR

1

ANCESTRY HUMAN (SKILLED)

BACKGROUND BARRISTER

SPEED 25 FEET

PERCEPTION +6 (TRAINED)

ALIGNMENT LAWFUL GOOD

LANGUAGES COMMON, KELISH, MWANGI, OSIRIANI, VARISIAN, VUDRANI

STRENGTH

STR 14 (+2)

DEXTERITY

DEX 12 (+1)

CONSTITUTION

CON 10 (+0)

INTELLIGENCE

INT 18 (+4)

WISDOM

WIS 12 (+1)

CHARISMA

CHA 12 (+1)

STRIKES

MELEE ♦ sword cane +5 (agile, concealable, finesse), 1d6+2 piercing

RANGED ♦ lesser acid flask +4 (acid, alchemical, bomb, consumable, range increment 20 feet, splash), 1 acid damage, 1d6 persistent acid damage, and 1 acid splash damage

♦ crossbow +4 (range increment 120 feet, reload 1), 1d8 piercing

SKILLS

ACROBATICS [DEX]

+1

ARCANA [INT]

+7 •

ATHLETICS [STR]

+2

CRAFTING [INT]

+7 •

DECEPTION [CHA]

+4 •

DIPLOMACY [CHA]

+4 •

INTIMIDATION [CHA]

+1

LEGAL LORE [INT]

+7 •

LORE [OTHER: INT]

+4

MEDICINE [WIS]

+4 •

NATURE [WIS]

+4 •

OCCULTISM [INT]

+7 •

PERFORMANCE [CHA]

+4 •

RELIGION [WIS]

+4 •

SOCIETY [INT]

+7 •

STEALTH [DEX]

+4 •

SURVIVAL [WIS]

+1

THIEVERY [DEX]

+4 •

• = TRAINED •• = EXPERT ••• = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES Cooperative Nature, skilled heritage

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.

DEFENSES

HIT POINTS

16

ARMOR CLASS

16

FORTITUDE

+3

REFLEX

+6

WILL

+6

PATHFINDER

EQUIPMENT

BULK Worn 3, 3 L; Stowed 1

WORN backpack, crossbow (10 bolts), lesser acid flask (2), 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.

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 two targets instead of one. It's possible to get a different degree of success for each target.

Pursue a Lead (concentrate, exploration, investigator); **Frequency** once per 10 minutes; **Effect** You spend 1 minute examining the details of one potential clue, designating the subject related to that clue as the target of your active investigation. This subject is typically a single creature, item, or small location (such as a room or corridor), but the GM might allow a different scope. You don't need to know the identity, purpose, or nature of the subject, but you do need to be aware of its existence. For instance, finding a footprint is enough to investigate the creature that left it, and seeing a hasty sketch of an item or location can be enough to start your investigation of that subject.

Clue In ◆ (concentrate, investigator); **Frequency** once per 10 minutes; **Trigger** Another creature attempts a check to investigate a lead you're pursuing; **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 ◆ (concentrate, fortune, investigator); **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, and roll a d20. If you Strike the chosen creature later this round, you must use the result of the roll you made to 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 attacks.

When you make this substitution, you can also add your Intelligence modifier to your attack roll instead of your Strength or Dexterity modifier, provided your Strike uses your sword cane, fist, or alchemical bombs. If you do so, you deal an additional 1d6 precision damage with a strategic strike.

If you're aware that the creature you choose is the subject of a lead you're pursuing, you can use this ability as a free action.

Known Weaknesses (investigator): Whenever you Devise a Stratagem, you can also attempt a check to Recall Knowledge as part of that action. If you critically succeed at the Recall Knowledge check, you notice a weakness and gain a +1 circumstance bonus to your attack roll from Devise a Stratagem. If you immediately convey this information to your allies as part of the check, each ally gains 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.

Expeditious Inspection ◆ (investigator); **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 (investigator): 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. 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.