

QUINN

INVESTIGATOR **5**

ANCESTRY HUMAN (SKILLED) **BACKGROUND** BARRISTER
SPEED 25 FEET **PERCEPTION** +10 (TRAINED)
ALIGNMENT LAWFUL GOOD

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

STRENGTH	DEXTERITY	CONSTITUTION
STR 14 (+2)	DEX 14 (+2)	CON 12 (+1)
INTELLIGENCE	WISDOM	CHARISMA
INT 19 (+4)	WIS 12 (+1)	CHA 14 (+2)

STRIKES

MELEE sword cane +12 (agile, concealable, finesse), 2d6+2 piercing
RANGED moderate acid flask +11 (acid, bomb, range increment 20 feet, splash), 1 acid damage, 2d6 persistent acid damage, and 2 acid splash damage
 moderate ghost charge +11 (bomb, positive, range increment 20 feet, splash), 2d8 positive damage, 2 positive splash damage, and enfeebled 1
 crossbow +11 (range increment 120 feet, reload 1), 1d8 piercing

SKILLS

ACROBATICS (DEX) +4	ARCANA (INT) +11 •	ATHLETICS (STR) +4
CRAFTING (INT) +13 ••	DECEPTION (CHA) +11 ••	DIPLOMACY (CHA) +11 ••
INTIMIDATION (CHA) +4	LEGAL LORE (INT) +11 •	LORE (OTHER: INT) +6
MEDICINE (WIS) +8 •	NATURE (WIS) +8 •	OCCULTISM (INT) +11 •
PERFORMANCE (CHA) +9 •	RELIGION (WIS) +8 •	SOCIETY (INT) +13 ••
STEALTH (DEX) +11 ••	SURVIVAL (WIS) +3	THIEVERY (DEX) +9 •

• = TRAINED •• = EXPERT ••• = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES Clever Improvisor, Cooperative Nature, skilled heritage
CLASS FEATS Known Weaknesses, Shared Strategem, Strategic Assessment, That's Odd
GENERAL FEATS Canny Acumen (Fortitude)*, Untrained Improvisation
SKILL FEATS Eye for Numbers, Group Impression, Lie to Me, Quiet Allies, Read Lips
CLASS ABILITIES Clue In, Devise a Stratagem, Expeditious Investigation, keen recollection, 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 53	ARMOR CLASS 21
FORTITUDE +10	REFLEX +11
WILL +10	

PATHFINDER

EQUIPMENT

BULK Worn 5, 7 L; Stowed 1, 2 L
WORN backpack, crossbow (10 bolts), forensic dye (2), magnifying glass, moderate acid flask (2), moderate cognitive mutagen, moderate ghost charge (2), origin unguent (2), +1 striking sword cane, studded leather armor
STOWED bedroll, chalk (10 pieces), flint and steel, rations (2 weeks), rope (50 feet), soap, torch (5), waterskin
WEALTH 15 gp, 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): This weapon is designed to be inconspicuous or easily concealed. You gain a +2 circumstance bonus to Stealth checks and DCs to hide or conceal a weapon with this trait.

□ **Cognitive Mutagen** (alchemical, consumable, elixir, mutagen, polymorph); **Usage** held in 1 hand; **Bulk** L; **Activate** ♦ Interact; **Effect** Your mind becomes clear and cognition flows freely, but physical matters seem ephemeral.

Benefit For 10 minutes, 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.

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); **Usage** held in 1 hand; **Bulk** L; **Activate** ♦ Interact; **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. 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 where there's no activating component present.

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.

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

□ **Moderate Ghost Charge** (acid, alchemical, bomb, consumable, splash); **Level** 1; **Usage** held in 1 hand; **Bulk** L; **Activate** ♦ Strike; **Effect** This mixture of chemicals and salts deals 2d8 positive damage, 2 positive splash damage, and the target is enfeebled 1 until the start of your next turn. The bomb affects only undead and creatures with the negative healing ability (such as dhampirs).

□ **Origin Unguent** (alchemical, consumable); **Usage** held in 1 hand; **Bulk** L; **Activate** ♦ Interact; **Effect** This shimmering, violet unguent forms mild chemical bonds between objects with a matching composition. You apply the adhesive to two objects, or to an object and a creature. You can check if the two share an origin (such as if they were broken from the same whole, or if a poison sample or body part came from the same creature) by holding them together with the unguent between; if they match, the unguent becomes sticky.

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

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.

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 2d6 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.

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 flat-footed to that ally on the next attack the designated 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 critically 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 critically hit a given creature.

Keen Recollection: You can recall pertinent facts on topics that aren't your specialty. If you Recall Knowledge using a skill you're untrained in, your bonus is equal to 5 plus the relevant ability modifier, instead of 0 plus the relevant ability modifier.

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 +2 instead of +0.

Clever Improvisor: You can attempt skill actions that normally require you to be trained, even if you're untrained.

Quiet Allies: You're skilled at moving with a group. When you're 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: 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 flat-footed 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. In either case, the language read must be one that you know.

Lie to Me: You can use Deception to weave traps to trip up anyone trying to deceive you. If you can engage in conversation with someone trying to Lie to you, use your Deception DC if it's higher than your Perception DC to determine whether they succeed. This doesn't apply if you don't have a back-and-forth dialogue, such as when someone attempts to Lie during a long speech.

Eye for Numbers ➤ (general, skill) You've learned to subitize, quickly estimating the number of items in a group with relative accuracy at only a glance. You immediately learn the number of visually similar items in a group you can see (such as coins, books, or people), rounded to the first digit in the total number. For example, you could look at a case of potion vials and learn that it held about 30 vials, but you wouldn't know that it was exactly 33 vials, how many different types of potions there were, or how many of which type. You can use this ability only on items that can typically be counted, so you can't use it on grains of sand or stars in the sky, for example.

In addition, when you attempt to Decipher Writing that is primarily numerical or mathematical, you gain a +2 circumstance bonus to your check.