

INVESTIGATOR LEVEL 7

Urbane, comfortable in both high society and low, and quick with a joke, Quinn was chased from his homeland for exposing the corruption in its legal system, but still works tirelessly to uphold the law and defend the innocent.

QUINN

Male human investigator 7
LG Medium humanoid (human)
Init +1; **Senses** Perception +16

DEFENSE

AC 17, touch 12, flat-footed 16 (+5 armor, +1 deflection, +1 Dex)
hp 52 (7d8+14)

Fort +5, **Ref** +8, **Will** +8; +4 vs. poison, +1 vs charms and compulsions and reroll at +2 if they force him to break the law

OFFENSE

Speed 30 ft.

Melee +1 sword cane^{UE} +9 (1d6+3)

Ranged dagger +6 (1d4+2)

Extracts Prepared (CL 7th)

3rd—resinous skin^{UC}, displacement

2nd—barkskin (2), bull's strength, lesser restoration

1st—enlarge person, expeditious retreat, negate aroma^{APG}, shield (3)

STATISTICS

Str 14, **Dex** 12, **Con** 12, **Int** 20, **Wis** 12, **Cha** 12

Base Atk +5; **CMB** +7 (+9 with sword cane); **CMD** 19

Feats Extra Inspiration, Extra Investigator Talent (3), Weapon Focus (sword cane)

Skills Acrobatics +11, Appraise +9, Bluff +5, Climb +6, Craft (alchemy) +9 (+16 crafting), Diplomacy +11, Disable Device +16, Disguise +5, Escape Artist +5, Heal +6, Intimidate +5, Knowledge (local) +15, Knowledge (all other) +9, Linguistics +9, Perception +16 (+19 vs. traps), Sense Motive +11, Sleight of Hand +5, Spellcraft +9, Stealth +11, Use Magic Device +11; **Armor Check Penalty** –0

Traits lover of the law^{SG}, tireless logic

Languages Ancient Osiriani, Common, Kelish, Osiriani, Polyglot, Skald, Varisian

SQ alchemy, keen recollection, inspiration (11/day), investigator talents (effortless aid, infusion, inspirational expertise, mutagen, sickening offensive, trap spotter), poison lore, poison resistance +4, studied combat, studied strike +2d6, swift alchemy, trap sense +2, trapfinding

Combat Gear wand of scorching ray (CL 7th; 8 charges), acid (2), alchemist's fire (2), antiplague, antitoxin, meditation tea, smokestick, *potion of countless eyes*^{UM}, *potion of fly*, *potion of heroism*, *potion of bloodhound*^{APG}, *potion of invisibility*, soothe syrup, twitch tonic; **Other Gear** +1 mithral chain shirt, +1 sword

cane, cold iron sword cane, silver sword cane, dagger (2), cloak of resistance +2, ring of protection +1, eyes of the eagle, headband of vast intelligence +2, wand of cure light wounds (15 charges), wand of darkvision (6 charges), wand of see invisibility (4 charges), backpack, waterskin, MW thieves' tools, smelling salts, formula book containing (all prepared 1st-level extracts plus *ant haul*^{APG}, *comprehend languages*, *crafter's fortune*^{APG}, *detect secret doors*, *keen senses*^{APG}, *touch of the sea*^{APG}; all prepared 2nd-level extracts plus *alter self*, *false life*, *invisibility*, *resist energy*; all prepared 3rd level extracts), 88 gp

ALCHEMICAL ITEMS

Acid Quinn's acid deals 1d6 acid damage on a hit and 1 damage to all adjacent creatures (a "splash").

Alchemist's Fire Quinn's alchemist's fire deals 1d6 fire damage on a hit and 1 damage to all adjacent creatures (a "splash"). On the next round, the target of a direct hit takes another 1d6 damage.

Antiplague Quinn's antiplague grants the drinker a +5 alchemical bonus against diseases for an hour or the ability to take the better of two rolls on the ongoing saving throw against disease for the day.

Antitoxin Quinn's antitoxin grants the drinker a +5 alchemical bonus against poison for an hour.

Meditation Tea Quinn's meditation tea grants the drinker a +2 alchemical bonus against mind-affecting effects for 10 minutes. Once per day, drinking it can also grant a new save against a mind-affecting effect that existed before drinking.

Smelling Salts Quinn's smelling salts grant a new save against any effect that makes the smeller unconscious or staggered, and they can wake a dying creature. It still must make stabilization checks each round and takes 1 damage, falling unconscious, if it takes a standard action or other strenuous action.

Smokestick Quinn's smokestick fills a 10-foot cube with smoke, granting everything inside concealment (total concealment to creatures and objects more than 5 feet through the smoke).

Soothe Syrup Quinn's soothe syrup grants the drinker a +5 alchemical bonus against nausea and sicken effects for 1 hour.

Twitch Tonic Quinn's twitch tonic grants the drinker a +2 alchemical bonus against sleep, paralysis, and staggered. Once per day, drinking it can also grant a new save against any such effect that existed before drinking.

Alchemy Quinn can identify potions with a Craft (alchemy) check by examining them for 1 round. He can brew extracts each day from his book (like preparing spells). Anyone can gain their benefit.

Effortless Aid Quinn can aid another as a move action or spend a use of inspiration to aid another as a swift action.



"A man needs only three things to change the world: a quick wit, a righteous heart, and a stylish coat."



Inspiration Quinn can spend 1 use of inspiration to add 1d6 to a skill check after rolling. For Knowledge, Linguistics, Spellcraft he can add the 1d6 for free. He can also spend two uses to add to an attack roll or saving throw after rolling. For saving throws, this takes an immediate action.

Inspirational Expertise When Quinn identifies a monster, he can spend a swift action and a use of inspiration to give all allies in 30 feet who can hear him a +4 insight bonus to attacks against that type of monster for 1 round.

Mutagen Quinn can spend an hour to brew a special mutagen. He can carry it as long as he wants, but after drinking it, the mutagen's effects last for 70 minutes. If anyone but Quinn (or another investigator or alchemist) drinks the mutagen, they gain no benefit and are nauseated for 1 hour (Fort 18 negates). He always starts play with a Strength mutagen to make himself into a more capable melee combatant. This mutagen grants +4 Strength +2 natural armor, and -2 Intelligence. He can also brew a mutagen that grants +4 Dexterity, +2 natural armor, and -2 Wisdom or a mutagen that grants +4 Constitution, +2 natural armor, and -2 Charisma.

Poison Lore Quinn never poisons himself when putting poison on a weapon. He can identify poisons with 1 minute of study by succeeding at a Knowledge (nature) check for natural poisons or Knowledge (arcana) check for magical poisons (DC = the poison's save DC). If he succeeds, he can spend another minute to attempt a Craft (alchemy) check at the same DC to neutralize it.

Sickening Offensive When Quinn damages a studied target, that target is sickened for 1 round.

Studied Combat Quinn can use a move action to study his enemy's moves and gain a +3 insight bonus to melee attack and damage rolls against that enemy for 5 rounds or until he ends it with a studied strike. The damage is precision damage, and it isn't multiplied on critical hits. Quinn can only have one enemy studied at a time, and if he wants to study an enemy he already studied that day, he must spend 1 use of inspiration.

Studied Strike Quinn can end his studied combat early to add 2d6 extra precision damage to a successful melee attack against his target. He must be able to see the target well, and the damage doesn't multiply on a critical hit or affect creatures immune to sneak attacks.

Swift Alchemy Quinn can craft alchemical items in half the time and apply poison to a weapon as a move action.

Tireless Logic Once per day, Quinn can roll an Intelligence check or Intelligence-based skill check twice and take the better result.

Trap Sense Quinn receives a +2 dodge bonus to AC and a +2 to Reflex

saves against traps.

Trap Spotter Quinn automatically receives a Perception check against a trap when he comes within 10 feet (ask your GM to roll it for you and tell her your bonus is +19).

Barkskin The drinker gains a +3 enhancement bonus to natural armor for 70 minutes (this increases Quinn's natural armor to 3, or to 5 with mutagen, which also raises his flat-footed AC).

Bloodhound Quinn's potion grants the drinker scent for 4 hours. They get a +8 to Perception using smell and +4 to Survival to track using smell, a -4 penalty to saving throws against odors, and the ability to smell poison with a DC 20 Perception check.

Bull's Strength The drinker gains a +4 enhancement bonus to Strength. For most creatures, this increases its melee attack bonus and melee damage bonus by 2.

Countless Eyes Quinn's potion grants the drinker all-around vision for 5 hours, so the drinker can't be flanked.

Cure Light Wounds Quinn's wand heals a touched target for 1d8+1 damage.

Darkvision Quinn's wand grants a touched target darkvision 60 ft. for 3 hours.

Displacement The drinker appears slightly away from where they actually are, gaining a 50% miss chance for 7 rounds.

Enlarge Person The drinker becomes Large for 7 minutes, gaining +2 Strength, -2 Dexterity, reach, +1 size bonus to CMB and CMD, -1 size penalty to hit and AC, -4 size penalty to Stealth, -2 size penalty to Fly. Melee weapons increase in damage (Quinn's sword cane goes up to 1d8).

Expeditious Retreat The drinker's base speed increases by 30 ft. for 7 minutes.

Fly Quinn's potion grants the drinker a 60 foot fly speed and a +6 bonus to Fly checks (+7 total for Quinn himself) for 5 minutes.

Heroism Quinn's potion grants the drinker a +2 morale bonus on attack rolls, saving throws, and skill checks for 50 minutes.

Invisibility Quinn's potion makes the drinker vanish for 3 minutes or until the drinker attacks. While invisible, the drinker gains +20 to Stealth (+40 if standing perfectly still). The first attack before becoming visible gains a +2 to hit (and the enemy likely loses its Dexterity bonus to AC).

Lesser Restoration The drinker recovers 1d4 damage to any ability score or removes most magical effects reducing ability scores. The drinker is no longer fatigued, and reduces exhausted to fatigued.

Negate Aroma For 7 hours, 7 creatures or objects Quinn touches lose all natural and unnatural odors (Fort DC 16 negates if unwilling).

Resinous Skin The drinker becomes sticky, gaining DR 5/piercing, +4 CMD vs. disarm, +2 to saves against dropping things, and +2 to

grappling. Enemies get -2 to escape his grapple. Enemies who hit him with a weapon must succeed at a DC 18 Reflex save or their weapon becomes stuck to Quinn until they succeed at a DC 18 Strength check to pull it off.

Scorching Ray Quinn's wand can blast his enemies with two searing beams of fire. The rays may be fired up to 45 feet at the same or different targets (+6 ranged touch), but they must be fired simultaneously. Each ray deals 4d6 points of fire damage. Quinn must succeed at a DC 20 Use Magic Device check to activate the wand.

See Invisibility Quinn's wand lets the user see invisible and ethereal creatures for 30 minutes.

Shield The drinker gains a +4 shield bonus to AC for 7 minutes and becomes immune to *magic missile*.

The rule of law is only as strong as the people who uphold it, and few know this fact better than Quinn.

The child of a former noble family of Galt, Quinn was raised to despise the chaos that had robbed his parents of their proper name and station, forcing them to hide as middle-class apothecaries. Yet for Quinn himself, trained as a legal clerk and never having personally known the aristocratic comforts his parents mourned, this was no true inconvenience. What frustrated him about his nation was not that power resided with the people, but rather that it was wielded in such a capricious fashion. His fellow citizens' constant false accusations and refusal to abide by court rulings—not to mention the Gray Gardeners' tendency to pronounce sentences completely outside the system—drove young Quinn to distraction.

Now, he roams the nations of the Inner Sea, constantly keeping an ear out for allegations of unjust accusations or abuses of power. When he finds one, he investigates the case himself, using a lifetime of association with law enforcement agents and detective agencies like The Sleepless to help him ferret out the truth. If the legal system seems fair, he often shows up unexpectedly at the court proceedings, presenting sworn evidence and acting as defending counsel for the accused. If he finds a court to be corrupt, he takes a more direct hand in protecting the innocent. While he respects the law, he also knows that people are imperfect, and that breaking local laws is sometimes necessary in order to uphold more universal ones. Of course, his meddling is rarely popular with the opposition, and so Quinn generally moves along as soon as he's seen justice done and taken steps to ensure that the victim won't suffer further abuses.