

INVESTIGATOR LEVEL 1

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 1

LG Medium humanoid (human)

Init +1; **Senses** Perception +5

DEFENSE

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

hp 10 (1d8+2)

Fort +1, **Ref** +3, **Will** +3; +1 vs. charms and compulsions and reroll at +2 if they force him to break the law

OFFENSE

Speed 30 ft.

Melee sword cane^{UE} +3 (1d6+2)

Ranged dagger +1 (1d4+2)

Extracts Prepared (CL 1st)

1st—*enlarge person*, *shield*

STATISTICS

Str 14, **Dex** 12, **Con** 12, **Int** 17, **Wis** 12, **Cha** 12

Base Atk +0; **CMB** +2 (+3 with sword cane); **CMD** 13

Feats Extra Inspiration, Weapon Focus (sword cane)

Skills Craft (alchemy) +7 (+8 crafting), Diplomacy +5, Disable Device +5, Knowledge (history) +7, Knowledge (local) +7, Linguistics +7, Perception +5 (+6 vs. traps), Sense Motive +5, Stealth +4, Use Magic Device +5; **Armor Check Penalty** -1

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

Languages Ancient Osiriani, Common, Kelish, Osiriani, Polyglot, Varisian
SQ alchemy, inspiration (6/day), trapfinding

Combat Gear acid, alchemist's fire, smokestick; **Other Gear** studded leather armor, sword cane, dagger (2), backpack, waterskin, thieves' tools, smelling salts, formula book containing (all prepared 1st-level extracts plus *comprehend languages*, *crafters' fortune*^{APG}, *detect secret doors*, and *expeditious retreat*), 9 gp 66 cp

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.

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).

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), but only he can gain their benefit.

Inspiration Quinn can spend 1 use of inspiration to add 1d6 to a skill check after rolling. For Linguistics and any Knowledge listed in his Skills section, 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.

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

Trapfinding Quinn can disarm magical traps and can spot the few traps in the game that explicitly can only be found by characters with trapfinding (like *symbol* traps).

Enlarge Person On drinking, Quinn becomes Large for 1 minute, 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).

Shield On drinking, Quinn gains a +4 shield bonus to AC for 1 minute and becomes immune to *magic missile*.

Formula Book:

Comprehend Languages On drinking, Quinn can understand all languages he reads or hears for 10 minutes, though he can't speak them.

Crafter's Fortune On drinking, Quinn gains a +5 luck bonus to his next Craft check within 24 hours.

Detect Secret Doors On drinking, Quinn can concentrate for up to 1 minute to detect secret doors and compartments in a 60-foot cone.

Expeditious Retreat On drinking, Quinn's base speed increases to 60 ft. for 1 minute.

Roaming the nations of the Inner Sea, Quinn constantly keeps 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 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.



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