

INVESTIGATOR

Entering into investigation is more than just looking for clues. It's knowing what the clues truly mean. Whether it's from an ancient tome, a scroll deep within a dragon's hoard, or someone deep in hiding, an investigator will eventually find what they're looking for. And they will wield that knowledge for the better of themselves and those around them.

DOMAINS

Codex and Midnight

STARTING EVASION

10

STARTING HIT POINTS

6

CLASS ITEMS

An ancient arrowhead or a glass medallion.

INVESTIGATOR'S HOPE FEATURE

It's In The Clues: Spend 3 Hope to recognize things in an adversary, allowing you to reduce their Damage Thresholds by 2. You cannot perform this on an adversary more than once.

CLASS FEATURE

Myths

You have advantage on Knowledge rolls to remember important historical or religious information.

And Legends

Once per long rest, you can mark a stress to increase or decrease a duality die by an amount equal to your Knowledge modifier. This cannot result in a critical success.



INVESTIGATOR SUBCLASSES

Choose either the Antiquarian or the Inquisitor subclass.

THE ANTIQUARIAN

Play the Antiquarian if you want to use information to bolster your allies.

SPELLCAST TRAIT

Knowledge

FOUNDATION FEATURES

Belongs In A Museum: Once per rest, after an adversary is spotlighted, you may spend a Hope to make the target Vulnerable until the next time it takes damage.

Found In A Temple: Once per long rest, when an ally attempts a Knowledge roll, that ally may use your Knowledge modifier instead of their own.

SPECIALIZATION FEATURE

Use This Trinket: Whenever an ally strikes a Vulnerable adversary with an attack, you can spend a Hope to add a d6 to the damage roll.

MASTERY FEATURE

Try This One: You pull an ancient relic from your pocket and pass it to an ally. As you do, you both feel the aura it gives off. If you are involved in a tag team roll, you and your ally both roll with advantage.

Fallen Aasimar Investigator

Rudi Indra A

THE INQUISITOR

Play the Inquisitor if you want to use religion to relentlessly pursue adversaries.

SPELLCAST TRAIT

Knowledge

FOUNDATION FEATURES

Sturdy Belief: Gain a permanent +1 to your Armor Score.

Determined Pursuit: If an adversary within Close range attempts to leave that range, you can mark a Stress to react and move within Very Close range of them after their movement is complete.

SPECIALIZATION FEATURE

Fevered Pursuit: If an adversary within Close range attempts to leave that range, you can mark a Stress to react and move within Very Close range of them after their movement is complete.

MASTERY FEATURE

Endless Pursuit: When you would move within Very Close range of an adversary as a result of a reaction, you may make an attack against that adversary.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- What drives your searches? History? Religion? Something more?
- Another Investigator is constantly trying to outdo you. Who are they?
- Who taught you the skills to become an Investigator and where are they now??

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- You had me decipher a long forgotten item you found. What was it, and what did we learn from it?
- What do I talk about on end that drives you crazy?
- We first met when I hired you to protect me. Where was I going that I needed the help?



Tech Priest Inquisitor

Koh LJ

