

# 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 eventual 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 Dmage 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

