

Aeternum Vex

Investigator 7

N Medium Human Versatile Heritage Humanoid

Perception +15; Low-Light Vision Darkvision

Languages None selected

Skills Acrobatics +12, Arcana +13, Athletics -1, Diplomacy +11, Intimidation +13, Lore: Underworld +15, Lore: arcana +13, Lore: society +13, Lore: underworld +13, Nature +11, Occultism +13, Religion +11, Society +15, Stealth +12, Thievery +12

Str +0, **Dex** +4, **Con** +2, **Int** +4, **Wis** +2, **Cha** +0

Items Studded Leather, Backpack, Bedroll, Chalk (10), Flint and Steel, Rope, Rations (3), Torch (5), Waterskin, Soap, Crowbar, Clothing (Fine), Glass Cutter, Lock (Average), Sibling's Coin, Thieves' Tools, Tool (Long)

AC 24; **Fort** +11, **Ref** +15, **Will** +13

HP 78

Recognize Spell ➤ **Prerequisites** trained in Arcana, Nature, Occultism, or Religion **Trigger** A creature within line of sight casts a spell that you don't have prepared or in your spell repertoire, or a trap or similar object casts such a spell. You must be aware of the casting. If you are trained in the appropriate skill for the spell's tradition and it's a common spell of 2nd level or lower, you automatically identify it (you still roll to attempt to get a critical success, but can't get a worse result than success). The highest level of spell you automatically identify increases to 4 if you're an expert, 6 if you're a master, and 10 if you're legendary. The GM rolls a secret Arcana, Nature, Occultism, or Religion check, whichever corresponds to the tradition of the spell being cast. If you're not trained in the skill, you can't get a result better than failure. **Critical Success** You correctly recognize the spell and gain a +1 circumstance bonus to your saving throw or your AC against it. **Success** You correctly recognize the spell. **Failure** You fail to recognize the spell. **Critical Failure** You misidentify the spell as another spell entirely, of the GM's choice.

Clue In ➤ **Frequency** once per 10 minutes

Trigger Another creature attempts a check to investigate a lead you're pursuing. You share information with the triggering creature. They gain a circumstance bonus to their check equal to your circumstance bonus to checks investigating your subject from Pursue a Lead. 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.

Speed 25 feet

Melee Whipstaff +15 (Uncommon, Agile, Finesse, Monk, Parry, Sweep), **Damage** 1d6+2 B

Melee Shortsword +15 (Agile, Finesse, Versatile S), **Damage** 1d6+2 P

Melee Sap +11 (Agile, Nonlethal), **Damage** 1d6+2 B


Ranged Crossbow +15 (Crossbow), **Damage** 1d8+2 P

Devise a Stratagem ♦ (Concentrate, Fortune, Investigator) **Frequency** once per round

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 an agile or finesse melee weapon, an agile or finesse unarmed attack, a ranged weapon (which must be agile or finesse if it's a melee weapon with the thrown trait), or a sap.

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.

Bend Time  (Occult, Transmutation) **Frequency** once per day; **Trigger** Your turn begins; **Effect** You are quickened this turn. You can use your extra action to Stride

Expeditious Inspection  (Investigator) **Frequency** once per 10 minutes

You observe and assess your surroundings with great speed. You Recall Knowledge, Seek, or Sense Motive.

Precision Damage Strategic Strike 2d6

Additional Feats *Battle Cry, Chronoskimmer Dedication, Connect the Dots, Darkseer, Eyes of the City, Glad-Hand, Gloomseer, Hobnobber, Lasting Coercion, Read Lips, Solid Lead, Takedown Expert, Terrified Retreat, That's Odd, Underworld Investigator*

Additional Specials *Keen Recollection, Methodology (Empiricism), On the Case, Pursue a Lead, Skillful Lessons, Strategic Strike*