

ELF INVESTIGATOR 1

NG WHISPER ELF BACKGROUND: Detective

Perception +6; Low-Light Vision

Languages None selected

Skills Acrobatics +4, Arcana +7, Athletics -1, Computers +7, Deception +5, Diplomacy +5,

Lore: Underworld +7, Medicine +4, Occultism +7, Pilot +7, Society +7, Stealth +4, Thievery +4

Str +0, **Dex** +2, **Con** +0, **Int** +4, **Wis** +1, **Cha** +2

Items Studded Leather

AC 17, **Fort** +3, **Ref** +7, **Will** +6

HP 14

Clue In [reaction] **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 30 feet

Melee Shortsword +5 (Agile, Finesse, Versatile S), **Damage** 1d6 (P)

Ranged Medium pistol +5 (Deadly d8), **Damage** 1d8 (P)

Battle Medicine (General, Healing, Manipulate, Skill) **Prerequisites** trained in Medicine **Requirements** You are holding or wearing healer's tools. You can patch up yourself or an adjacent ally, even in combat. Attempt a Medicine check with the same DC as for Treat Wounds, and restore a corresponding amount of Hit Points; this does not remove the wounded condition. As with Treat Wounds, you can attempt checks against higher DCs if you have the minimum proficiency rank. The target is then temporarily immune to your Battle Medicine for 1 day.

Devise a Stratagem [one-action] (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.

Additional Feats [Forensic Acumen](#), [Natural Born Leader](#), [Streetwise](#), [Underworld Investigator](#), [Whisper Elf](#)

Additional Specials [Methodology \(Forensic Medicine\)](#), [On the Case](#), [Pursue a Lead](#), [Strategic Strike](#)