

Inquisitive

"One way or the other, I will have the truth."

Role: Controller

Power Source: Martial

Primary Ability: Intelligence

Secondary Abilities: Charisma or Wisdom

Armor Proficiencies: Cloth, leather

Weapon Proficiencies: Simple melee, simple ranged, long sword, short sword

Bonus to Defense: +2 Will

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges per Day: 7 + Constitution modifier

Trained Skills: Insight and Perception. From the class list below choose four more:

Class Skills: Athletics, Arcana, Bluff, Diplomacy, Dungeoneering, Heal, History, Intimidate, Nature, Religion, Stealth, Streetwise, Thievery

Build Options: Cunning Inquisitive, Intimidating Inquisitive

Class Features: Alchemist, Bestiary, Canny Positioning, Fiend Guard, Inquisitive's Oath

The Inquisitive brings a new class concept to D&D based on characters like Sir Arthur Conan Doyle's Sherlock Holmes, Bram Stoker's Van Helsing, Geralt of Rivia from the *Witcher* books by Andrzej Sapkowski, and Gregoire de Fronsac from *Brotherhood of the Wolf*.



Inquisitives are part detective and part monster-hunter, shrewd individuals who exploit enemies' weaknesses, hinder and distract their foes, and manipulate the terrain and circumstances of the battle. When a foe must be taken unharmed or under special circumstances, inquisitives excel. Their uncanny knack for uncovering dark secrets makes them feared, and at the same time they are often the only ones wealthy lords can turn to in the face of unsolvable mysteries; thus they are begrudgingly respected.

Living in a complex world of grays and pervasive deception, you always seek the truth. You might be a church inquisitor suspecting your superiors were involved in the curse transforming your brother into a werewolf, a wrongly accused knight turned bounty-hunter with a grudge against the king who exiled you and now needs your help, a traveling alchemist cataloguing supernatural beasts in the hope of finding your selkie beloved who vanished on an autumn night, a spy undercover in a demonic cult faced with complicity in increasingly wicked acts to keep your cover, or an amnesiac physician investigating the crimes of a serial killer who seems to know your missing past.

A master of alchemy and monster lore, you use special weapons to overcome monster's resistances. A master of the sword and fist, you relentlessly drive back those perpetuating lies. A master of observation, your sharp eyes bore into your foe's soul. While you are no saint, neither are you a devil. You are a warrior in the shadows, an inquisitive with the mind of a mousetrap and the cold wrath of a coiled viper. Peering from beneath your cloak, you look unflinchingly into the heart of darkness and see the truth gazing back.

Class Features

Alchemist

Gain **Alchemy** as a bonus feat, allowing you to prepare alchemical mixtures. You know 3 formulas at 1st level, gaining an additional formula at levels 5, 11, 15, 21, and 25.

Bestiary

You keep a record of your encounters with monstrous foes, and you are considered trained in all knowledge skills for the purposes of monster knowledge checks. In addition, once per day you may swap a daily power with the “monster” keyword, with another “monster” daily as a free action. At 11th level you may do this swap twice per day, and at 21st level thrice per day.

Canny Positioning

Using the *canny positioning* power you can control enemies adjacent to you.

Fiend Guard

At the start of your turn declare one type of monster you are guarding against (e.g. kobolds or black dragons). You gain +4 AC against attacks from that monster type as long as you are not wearing heavy armor and have one hand free. You may change the type of monster you are guarding against at the start of your turn.

Inquisitive's Oath

Choose one of these oaths you have sworn yourself to:

Oath of the Hunter: When you push or pull an enemy it provokes attacks of opportunity.

Oath of the Truth Seeker: When you push or pull an enemy it loses any concealment until the end of your next turn.

Feature Powers

Canny Positioning	Inquisitive Feature
<i>With calculating footwork, you manipulate the enemy's position to your advantage.</i>	
At-Will ♦ Martial	
Minor Action, Close burst 1	
Target: All enemies within the burst	
Attack: Intelligence +2 vs. Will	
Hit: You may slide the target one square, and you may switch places with the target if you wish either before or after sliding them.	
Effect: All squares adjacent to your final location count as difficult terrain for your enemies to enter until the end of your next turn.	
At 11 th level, increase your attack to Intelligence +4, and at 21 st level to Intelligence +6.	