

Rasheeda Malik

Female Human 7

Inquisitor (Living Grimoire / Royal Accuser) 4

Investigator (Sleuth) 1

Sleepless Detective 2

ATTRIBUTES

Size: Medium

Type: Humanoid (Human)

Senses: Perception +18

Speed: 30

Deity: Abadar

Age: 27

Alignment: Lawful Good

Languages: Common, Aboleth, Abyssal, Celestial, Elven, Goblin, Infernal, Undercommon

Initiative: +5 (+3 Dex +2 Sleuth)

STATS

STR	13	+1
DEX	16	+3
CON	12	+1
INT	18	+4
WIS	10	+0
CHA	14	+2

OFFENSE

BAB +4 (+3 Inquisitor +0 Investigator +1 Detective)

Grimoire

Attack	+8	+4 BAB +1 Str +1 ABP +1 Focus +1 Book
Damage	1d6+1	1d6 + 1 Str
Crit	20 x2	

Notes

- A book that is treated as a cold iron light mace

- Swift Action to Imbue the book with a special ability (Sacred Word) instead of a +1. This can be *brilliant energy, defending, disruption, flaming, frost, keen, shock, ghost touch, holy, or bane.*

DEFENSE

HD 45 (7d8 + 1 / Level Con)

AC 19 10 Base + 3 Dex + 4 Armour +1 Enhancement ABP +1 Deflection ABP

SAVES

Fort +7 +4 Inq + 0 Inv + 1 Det + 1 Con +1 ABP

Refl +8 +1 Inq +2 Inv +1 Det +3 Dex +1 ABP

Will +8 +4 Inq +2 Inv +1 Det +0 Wis +1 ABP

Notes

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SKILLS

Inquisitor 14 / Level (6 Base + 4 Int + 1 Human +1 Favoured + 2 Background)

Investigator 13 / Level (6 Base + 4 Int + 1 Human + 2 Background)

Detective 11 / Level (4 Base + 4 Int + 1 Human + 2 Background)

Class Skills: Acrobatics, Appraise, Bluff, Climb, Craft, Diplomacy, Disable Device, Disguise, Escape Artist, Heal, Intimidate, Knowledge (All), Linguistics, Perception, Perform, Profession, Ride, Sense Motive, Sleight of Hand, Spellcraft, Stealth, Survival, Swim, Use Magic Device

Non-Class Skills: Handle Animal, Fly

Acrobatics	+7	+1 Rank +3 Class +3 Dex
Appraise	+8	+1 Rank +3 Class +4 Int
Bluff	+10	+5 Ranks +3 Class +2 Cha
Climb	+5	+1 Rank +3 Class +1 Str
Craft (Alchemy)	+12	+5 Background +3 Class +4 Int
Diplomacy	+12	+7 Ranks +3 Class +2 Cha
Disable Device	+14	+7 Ranks +3 Class +3 Dex +1 Investigator

Disguise	+12	+7 Ranks +3 Class +2 Cha
Escape Artist	+7	+1 Rank +3 Class +3 Dex
Heal	+4	+1 Rank +3 Class +0 Wis
Intimidate	+6	+1 Rank +3 Class +2 Cha
Kn Arcana	+8+1d6	+1 Rank +3 Class +4 Int +1d6 Inspiration
Kn Dungeons	+8+1d6	+1 Rank +3 Class +4 Int +1d6 Inspiration
Kn Geography	+9+1d6	+2 Background +3 Class +4 Int +1d6 Inspiration
Kn History	+9+1d6	+2 Background +3 Class +4 Int +1d6 Inspiration
Kn Local	+8+1d6	+1 Rank +3 Class +4 Int +1d6 Inspiration
Kn Nature	+8+1d6	+1 Rank +3 Class +4 Int +1d6 Inspiration
Kn Nobility	+9+1d6	+2 Background +3 Class +4 Int +1d6 Inspiration
Kn Planes	+8+1d6	+1 Rank +3 Class +4 Int +1d6 Inspiration
Kn Religion	+12+1d6	+5 Ranks +3 Class +4 Int +1d6 Inspiration
Linguistics	+10+1d6	+3 Background +3 Class +4 Int +1d6 Inspiration
Perception	+18	+7 Ranks +3 Class +0 Wis +4 Int +2 Feat +½ Inq Level
Ride	+7	+1 Rank +3 Class +3 Dex
Sense Motive	+16	+7 Ranks +3 Class +0 Wis +4 Int +2 Feat
Sleight of Hand	+10	+4 Ranks +3 Class +3 Dex
Spellcraft	+14	+7 Ranks +3 Class +4 Int
Stealth	+13	+7 Ranks +3 Class +3 Dex
Survival	+4	+1 Rank +3 Class +0 Wis
Swim	+5	+1 Rank +3 Class +1 Str

Notes

- Add Int to Diplomacy checks to Gather Information.
- Perception can be used for Tracking in place of Survival.
- Add +½ Investigator level (min 1) to Perception when looking for traps
- Spend Luck to add 1d6 to Acrobatics, Climb, Escape Artist, Fly, Ride, or Swim. See Sleuth's Luck.
- Spend Inspiration to add 1d6 to any skill. Free for Kn, Spellcraft, and Linguistics. See Inspiration.
- Intelligence times per day you can roll twice and take the better for Bluff, Disguise, Sleight of Hand, or Stealth.

FEATS

Alertness: You gain a +2 bonus to Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 (Human Bonus Feat)

Combat Casting: You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled. (Level 1 Feat)

Weapon Focus: You gain +1 to attacks with your chosen weapon (Level 3 Feat)

Extra Inspiration: You gain +3 to your Inspiration Pool (Level 5 Feat)

Divine Dignity: 3 / Day, as a free action when you cast a harmless divine spell or a domain spell, you can choose for the casting to not provoke attacks of opportunity. (Level 7 Feat)

TRAITS

Magical Knack (Magic): Pick a class when you gain this trait—your caster level in that class gains a +2 trait bonus as long as this bonus doesn't raise your caster level above your current Hit Dice.

Fate's Favoured (Faith): Whenever you are under the effect of a luck bonus of any kind, that bonus increases by 1.

SPECIAL ABILITIES

Proficiencies: Simple weapons, the hand crossbow, longbow, repeating crossbow, shortbow, rapier, sap, short sword, sword cane, and the favoured weapon of her deity (Abadar: light crossbow). Light armour, medium armour, and shields (except tower shields).

INVESTIGATOR

Sleuth's Luck (4 / Day): The Sleuth has a pool of luck equal to her Charisma modifier. Her luck goes up or down throughout the day, but usually cannot go higher than her

Charisma modifier (minimum 1). A sleuth spends luck to accomplish deeds (see below), and regains luck in the following ways.

- *Rolling a Natural 20 on a Knowledge or Sense Motive Check:* While on an investigation, a sleuth regains luck by uncovering secrets. Rolling a natural 20 on these skill checks while actively investigating causes the sleuth to regain 1 luck point. Such skill checks made for more mundane reasons (such as normal research or using Sense Motive to gain information during normal bargaining or while gambling) do not regain luck for the sleuth. Determining which skill checks qualify is up to the GM.
- *Rolling a 6 or Higher on an Inspiration Roll:* When a sleuth rolls an inspiration die while on an investigation and the die comes up a 6 or higher, she regains 1 luck point. (If she rolls multiple inspiration dice at a time, she regains 1 luck point if the total is 6 or higher.) Like regaining luck via a natural 20 on a qualifying skill check, inspiration checks made for more mundane reasons don't qualify for regaining luck. The GM is the final arbitrator for what rolls qualify. It's possible for a investigator to regain 2 luck points on the same Skill check, if both the qualifying skill check is a natural 20 and any inspiration roll made is a 6 or higher.

Deeds: Sleuths spend luck points to accomplish deeds. Most deeds grant a sleuth some momentary bonus or effect, but there are some that provide longer-lasting effects. Some deeds stay in effect as long as a sleuth has at least 1 luck point.

- *Daring:* A sleuth can spend 1 luck point when she makes an Acrobatics, Climb, Escape Artist, Fly, Ride, or Swim check to roll d6 and add the result to the check. She can choose to add this die after he rolls. If the d6 roll is a natural 6, she rolls another d6 and adds it to the check. She can continue to do this as long as she rolls natural 6s, up to a number of times equal to her Intelligence modifier.
- *Opportunistic Evasion:* When a sleuth succeeds at a Reflex saving throw against an effect that still deals damage on a successful save, she can spend 1 luck point as an immediate action to instead take no damage for that effect.
- *Sleuth's Initiative:* As long as the sleuth has at least 1 luck point, she gains a +2 bonus on initiative checks. Furthermore, if she has the Quick Draw feat, her hands are free and unrestrained, and the weapon is not hidden, she can draw a single light or one-handed melee weapon as part of the initiative check. (Unlike with swashbuckler deeds, this does not have to be a piercing weapon.)

Inspiration (7 / Day): The Investigator has a pool of inspiration equal to $\frac{1}{2}$ her investigator level plus her intelligence modifier (plus 3 from the feat). An investigator's inspiration pool refreshes each day, typically after he gets a restful night's sleep. As a free action, she can expend one use of inspiration from her pool to add 1d6 to the result

of that check, including any on which she takes 10 or 20. This choice is made after the check is rolled and before the results are revealed. An investigator can only use inspiration once per check or roll. The investigator can use inspiration on any Knowledge, Linguistics, or Spellcraft skill checks without expending a use of inspiration, provided she's trained in the skill. Inspiration can also be used on attack rolls and saving throws, at the cost of expending two uses of inspiration each time from the investigator's pool. In the case of saving throws, using inspiration is an immediate action rather than a free action.

Trapfinding: An investigator adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device checks (minimum 1). An investigator can use Disable Device to disarm magical traps.

INQUISITOR

Holy Book: A living grimoire forms a supernatural bond with a large ironbound tome containing the holy text of her deity and learns to use it as a weapon. When wielding the holy book as a weapon, she deals base damage as if it were a cold iron light mace, is considered proficient with the book, takes no improvised weapon penalty, and gains a +1 bonus on attack rolls with the book. The tome serves as his holy symbol and divine focus, and can be enchanted as a magic weapon. She can replace her bonded tome with another book at any time, though she must perform a 24-hour binding ritual to attune himself to the new book.

Sacred Word (4 / Day): A living grimoire learns to charge her holy book with the power of her faith. The inquisitor gains the benefits of the warpriest's sacred weapon class ability, but the benefits apply only to her bonded holy book. Like a warpriest's sacred weapon, the living grimoire's book deals damage based on the inquisitor's level, not the book's base damage (unless the inquisitor chooses to use the book's base damage).

The living grimoire also has the ability to enhance her holy book with divine power as a swift action. This ability grants the holy book a +1 enhancement bonus.

These bonuses stack with any existing bonuses the holy book might have, to a maximum of +5. The living grimoire can enhance his holy book to have any of the special abilities listed in the warpriest's sacred weapon ability, subject to the same alignment restrictions, but adds bane to the general special ability list. Adding any of these special abilities to the holy book consumes an amount of enhancement bonus equal to the special ability's base price modifier. The holy book must have at least a +1 enhancement bonus before

the living grimoire can add any special abilities to it. The living grimoire can use this ability a number of rounds per day equal to his inquisitor level, but these rounds don't need to be consecutive. As with the warpriest sacred weapon ability, she determines the enhancement bonus and special abilities the first time she uses the ability each day, and they cannot be changed until the next day.

Meticulous Inspection: A royal accuser gains a morale bonus equal to 1/2 her inquisitor level on all Perception checks (minimum +1).

Detect Monsters & Secrets: A royal accuser can use *detect aberration*, *detect secret doors*, and *detect undead* at will. She can only use one of these at any given time.

Favoured Enemy: A royal accuser gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against Aberrations, as well as a +2 bonus to attack and damage rolls against them.

Track: An inquisitor adds half her level on Survival skill checks made to follow or identify tracks.

Deity: Abadar

Domain: Clandestine Inquisition

- *Disappear (7 / Day):* You can become invisible as per the spell as a standard action. The invisibility lasts for 1 round per inquisitor level or until you attack. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.
- *Blessed Secrecy (4 / Day):* When you attempt a Bluff, Disguise, Sleight of Hand, or Stealth skill check, you can roll twice and take the more favorable result. You can use this ability a number of times per day equal to your Intelligence bonus.

Spells: Prepared ahead of time by spending an hour in quiet contemplation while studying her grimoire. Spell slots per day as a Warpriest of equal level, and use intelligence. The warpriest can learn new spells by leveling up, or from scrolls or other written sources. Save DC is 10 + Inquisitor Level + Int modifier. Bold indicates Prepared.

At Will: Detect aberration, detect secret doors, detect undead

0-Level (4/Day): *Acid Splash, Bleed, Brand, Create Water, Daze, **Detect Magic**, Detect Poison, Disrupt Undead, **Guidance**, **Light**, **Oath of Anonymity**, Read Magic, Resistance, Sift, Stabilize, Virtue*

1-Level (4/Day): ***Barbed Chains**, Bless, Cure Light Wounds, **Divine Favour**, **Heightened Awareness**, **Linked Legacy**, Litany of Sloth, Remove Fear, Secret Sign, Wrath*

2-Level (2/Day): ***Bloodhound**, **Focused Scrutiny***

SLEEPLESS DETECTIVE

Canny Sleuth: The sleepless detective adds her Intelligence bonus (if any) to Perception and Sense Motive checks, as well as to Diplomacy checks made to gather information, in addition to adding her Wisdom or Charisma modifier as normal.

Forensic Thaumaturgy: A sleepless detective can cast *detect magic* at will as a spell-like ability (caster level equal to her class level). When using detect magic (or spells that function as detect magic, such as arcane sight), the detective treats recently ended magical effects as though they were one category stronger when determining how long a lingering aura remains, and by concentrating for an additional round can determine exactly how long the lingering aura has been there (effectively allowing the Sleepless detective to learn when the spell or magic item that caused the aura was cast or destroyed, respectively).

Sneak Attack: If the sleepless detective catches an opponent when they are unable to defend themselves, she can strike a vital spot for an additional 1d6 damage. This can happen any time the target would be denied a Dexterity bonus to AC (whether they have one or not) or when the sleepless detective flanks her target. Extra damage is not multiplied on a critical hit, and the sleepless detective must be able to see well enough to pick out and reach such a vital spot.

Follow Clues: The sleepless detective can use Perception to follow tracks as per the Survival skill.

EQUIPMENT

Gold: 5155gp

Load: 15 lbs / 50 lbs

Armour & Gear **1550gp**

Darkleaf Armoured Coat

Medium Armour

+4 AC, +5 Max Dex, 0 Check Penalty

1550gp / 10 lbs

Misc Equipment

2230gp

Handy Haversack

2000gp

5 lbs

Spell Component Pouch

5gp

2lb

Masterwork Thieves Tools

100gp

2lbs

Disguise Kit

50gp

8lbs

Manacles (Masterwork)

50gp

2lbs

Ink

8gp

- lbs

Inkpen

1sp

- lbs

Journal

10gp

1 lb

Crowbar

2gp

5lbs

Waterskin

1gp

4lbs

Trail Rations (5 Days)

25sp

5 lbs

Flint & Steel

1gp

- lbs

Torches (x5)

5cp

5 lbs

Mess Kit

2sp

1 lb

Spells

1015gp

Holy Book

15gp

Scrolls (Copied to Holy Book)

- Cure Moderate Wounds 200gp
- Invisibility 200gp
- Confess 200gp
- Detect Thoughts 200gp
- Zone of Truth 200gp

Magic Equipment

1800gp

[Hat of Disguise](#)

Head Slot

1800gp, - lbs

Disguise Self

Other items: Holding onto the last ~5000gp to figure out what's best. Maybe a wand of cure moderate wounds for the party? But maybe also gloves that make me better with traps, since I can't really compare to the bonuses that a Rogue would normally get, particularly with my multiclassing.

BACKGROUND

I'm imagining Rasheeda Malik as having been something like a Lois Lane type character - she'd been a journalist working in Caliphas, serving Abadar and trying to bring justice to the disadvantaged (reflective of what her own upbringing was like.)

But as a writer, working for others, her power and authority was limited, and after she went after a particular noble, she was quickly shown the door. Soon after, she joined up with Cesadia Wrentz, who assured her that she could still do good from their position more outside the law. Cesadia trained Rasheeda herself, adding to her innate curiosity and perception. Rasheeda was already used to doing what she had to to get to the truth, and Cesadia helped refine those skills.

Though she has not been at the agency for very long, she's recently been tasked with tracking down Count Haserton Lowls IV - not only for his tax embezzlement, but also to account for the whereabouts of several mission persons. While this is a job that other detectives may have scoffed at, Rasheeda refuses to let corruption slide. It may be because of what happened before, or it could simply be because events like this slow civilization's progress.

Also will probably follow this:

https://the-empire-1.obsidianportal.com/wiki_pages/the-paladin-code-of-abadar - She'll be tough and stalwart, but not without a lot of heart.

APPEARANCE INSPIRATION

- <http://4.bp.blogspot.com/-e-cc-F8r0OM/VLgheso-ecl/AAAAAABvzo/3-Onx4Gkalg/s1600/6991ae82d7a4d8841b59d69cddd0a09f.jpg>
- http://68.media.tumblr.com/b8666589dba059c769081249d1cf6406/tumblr_os10bjphR01v4fvg9o1_1280.jpg

RE: Living Grimoire Archetype

I'll be honest, I don't plan on actually slapping people with the book, because that feels so silly to me. Largely I'm intending on her being more of a skillmonkey / support character anyway, but when it does come to attacking, I'm imagining flavouring the book attacks (keeping the same range of course) to being more of a "Words of Power" thing. Her power would come directly from Abadar and I like the idea that she uses books of law to effectively do "bindings" and cause harm.