Detective

Delving into the political intrigues of Soburin’s two dozen great clans and the fractured society left after the end of the War of Kaiyo requires a keen mind, quick wit, and razor sharp instincts. You are perfectly suited for the task and use your considerable intellect to survive and sometimes even thrive in the social chaos.

Investigative Nature

At 3rd level, your proficiency bonus is doubled for any ability check you make that uses Insight or Investigation. You also receive a number of investigation points equal to your proficiency bonus. You may spend an investigation point as a reaction to add +1d4 to a skill check chosen from the following list: Acrobatics, Athletics, Arcana, History, Investigation, Nature, or Religion. You may choose to spend an investigation point after the die has been rolled but must do so before the results are revealed. You regain any expended investigation points when you finish a short or long rest.

Gumption

At 9th level, the bonus from spending an investigation point increases to +1d6 and you may also use them on the following skill checks: Deception, Insight, Intimidation, Persuasion, Stealth, Survival.

Fortune Favors the Bold

At 13th level, the bonus from spending an investigation point increases to +1d8 and you may also use them on attack rolls or increase your AC in response to an attack.

Implacable Resolve

At 17th level, the bonus from spending an investigation point increases to +1d10 and you may also use them on saving throws.

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