Investigator overview

QUICK BUILD

Follow these suggestions to build an investigator quickly: Intelligence should be your highest ability score, followed by Dexterity or Strength. Choose any background. Then, select the rituals clue, comprehend languages, detect magic, and transient bulwark to add to your grimoire.

CLASS FEATURES

As an investigator, you have the following class features.

HIT POINTS

Hit Dice: 1d8 per investigator level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per investigator level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, hand crossbows, heavy crossbows, longswords, rapiers, shortswords

Tools: One gaming set

Saving Throws: Dexterity, Intelligence

Skills: Choose three from Arcana, Athletics, Deception, History, Insight, Intimidation, Investigation, Medicine, Nature, Perception,

Persuasion, Stealth, Sleight of Hand, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- Leather armor
- A dagger and (a) a longsword or (b) rapier
- (a) a heavy crossbow and 20 bolts or (b) a hand crossbow and 20 bolts
- (a) dungeoneer’s pack or (b) one kit you’re proficient with
- A grimoire and a material component pouch

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