

The Investigator is a Discipline inspired by the character Cassian from the EarthDawn novel, Shroud of Madness. I wanted it to be a hybrid discipline: One that blends the abilities of the Scout, Thief, Troubadour, and Illusionist.

*“I’m here to solve a crime. I move in and out of the shadows to bring you the light of truth. Who sent me? My employers are of no concern. They hired me to help you.”*

*Any information not gleaned from the scene of the crime will be gotten through other means. However, I hope you will cooperate and tell me what you know, and what I want to hear. Any impedance by you prolongs the suffering caused by this vile act, allowing the chance for it to happen again.*

*We are in a world where many things happen and what is on the surface is not always the truth of the matter. I will get in and under the layers of this mystery to find the truth.”*

—Cassian Elf of House Medari; 9th Circle Investigator of Thera \*

## Discipline Description:

Investigators are those who work to solve the unsolvable. They are the police, the private investigators, or the secret agents, sent to solve crimes and other mysteries. Ranging from the simple - solving a theft, to the complex - infiltrating a known crime syndicate to ferret out information before action can be taken. Investigators serve as spies as well as official police for the powerful governments of Thera, Throal, The Elven Court, and even the T’Skrang Aropagoi. Their wide range of jurisdiction allows them to get into places normal authorities could not. When their status is a hindrance, they rely on their talents to get them information or into places where their title cannot take them.

Oftentimes clues can be misleading and lead to a “solution” in one direction when the truth really lies in the other. An Investigator is required to understand the subtleties of a situation. Investigation cannot be charged at headlong like a Troll into battle. This path requires patience, intuition, and the ability to see things on different levels. Investigators need to be able to see the many layers of the world around them. One should also be adept at perceiving through what is real and what is not. Doing this allows them to follow the clues that will lead to a solution, not to a red herring.

Investigators must also be able to interact with others for the benefit of the case. Social skills are a must in gaining vital information, be it from a street urchin in the know, or a powerful aristocrat who knows what is gossip and what is truth amongst his fellows.

Investigators can’t always rely on witnesses, other authorities, or the crime scene itself. Sometimes they must get into the nitty gritty of things. They will often scour for clues around the area of the crime - be it talking to tavern customers who might have last seen the murder victim in the bar, or going to a seedy side of town to get information from an informant.

Quick hands compliment a quick mind and quick wit. All the Investigator’s qualities are meant to work in concert with one another.

Investigators are not limited to investigating cities and other urban landscapes. They also need to be able to take care of themselves in the wilderness as well as a city if they hope to survive. Many travel to find lost Kaers or downed airships. They could be sent to find the cause of the Kaer’s Demise, or why an Airship, with a competent crew, crashed.

**Important Attributes:** Perception, Dexterity, & Charisma  
**Racial Restrictions:** Obsidimen, Windlings, Trolls, and Orks  
**Karma Ritual:** To perform their Karma Ritual the Investigator contemplates an existing case or makes up an imaginary one. They go through the routine of an opening investigation - looking for clues, asking questions to imaginary witnesses or suspects. As the Investigator’s line of questioning draws to completion he reassures the imaginary witnesses the case will be solved, and he sternly tells the imaginary suspect the truth will be revealed and they will be caught. With the Investigator feeling confident he will solve the real case, or any future mysteries that come his way, the ritual ends.

**Recommended Artisan Skills:** Wood Carving, Poetry, Acting, Painting or Sketching.

**Half-Magic:** An investigator may use half-magic to help him better detect falsehoods, illusions, and other things that make up the core of his discipline. An investigator’s goal is to get past the lies and find the truth of any situation. If he does not have the skills or talents, the magic of his discipline will aid him to an extent.

**Ritual of Advancement:** For the investigator advancing in circle can come from by two means. The first is for the investigator desiring to advance to report to a mentor or trainer all the mysteries she was involved in and helped solved. Because the investigator has proven her skills in the field through adventuring, the more skilled investigator might deem her worthy of advancement and train her.

The second method of advancement is for the investigator to seek out her mentor or an investigator of a higher circle. When asked to be trained, the teacher will describe a previously solved mystery, leave out certain details that led to the case being solved, and then ask the young investigator to solve the mystery on her own (this is done all through conversation, like solving a riddle). Alternatively, the mentor could have the investigator work on an open case using his existing talents. If the investigator solves the mystery, the teacher will train her to the next circle.

### First Circle

Talents

Melee Weapons  
Conversation (D) \*\*  
Lock Pick  
Karma Ritual  
Evidence Analysis (D)  
Avoid Blow

### Second Circle

Talents

Speak Language (D)  
Durability (5/4)  
Silent Walk

### Third Circle

Talents

Parry  
Disguise Self

### Fourth Circle

**Karma:** The Investigator may spend a Karma point on any action using Perception only.

Talents

Thread Weaving (D)  
Trap Initiative (D)

### Fifth Circle

**Replay:** For 3 points of Strain, the Investigator may touch a witness, suspect, or victim (a live one) and “see” what has occurred in the last 15 minutes through their eyes. The Investigator must be in contact with the target for the duration of the Replay, and the fifteen minutes is in real time.

Talents

Detect Trap (D)  
Astral Sight

### Sixth Circle

**Social Defense:** Increase the Investigator’s Social Defense by 1.

Talents

Disarm Trap  
Resist Taunt

### Seventh Circle

**Spell Defense:** Increase the Investigator’s Spell Defense by 1.

Talents

Streetwise (D)  
Conceal Weapon

### Eighth Circle

**Physical Defense:** Increase the Investigator’s Physical Defense by 1.

Talents

True Sight (D)  
Detect Weapon (D)

### Ninth Circle

**Social and Spell Defense:** Increase the Investigator’s Social and Spell Defense by 1.

Talents

Sense Poison (D)  
Detect Falsehood (D)  
Spirit Strike

### Tenth Circle

**Karma:** The Investigator may spend a Karma Point on any action using Charisma or Dexterity only.

Talents

Lion Spirit  
Temper Self

### Eleventh Circle

**Recovery Test:** The Investigator gains an additional Recovery Test per day.

**Karma:** The Investigator may spend a Karma Point on a Recovery Test.

Talents

Safe Thought (D)  
Memorize Image

### Twelfth Circle

**Physical Defense:** Increase the Investigator’s Physical Defense by 1.

Talents

Thought Link  
Chameleon

### Thirteenth Circle

**Accusation:** An Investigator rolls their Half-Magic (Pg. 79 ED Companion 2nd Ed.) against the target’s Social Defense when accusing them of a crime. If the target is affiliated and is unaware of the Investigator’s full knowledge of the crime, the accusation is successful. A successful accusation renders the target afraid, shocked, furious, or another fitting emotion for the next 4 rounds. During this time any action taken against the Investigator is done so at negative 5 steps. The use of this ability causes 3 points of strain.

**Karma:** Increase the Investigator’s maximum Karma by 25.

**Social Defense:** Increase the Investigator’s Social Defense by 1.

Talents

Detect Influence (D)  
Blood Guilt Weapon (D)

### Fourteenth Circle

**Initiative:** Increase the Investigator’s Initiative Dice by 2 Steps.

**Physical Defense:** Increase the Investigator’s Physical Defense by 1.

Talents

Defense  
Matrix Strike

## **Fifteenth Circle**

**Spell Defense:** Increase the Investigator's Spell Defense by 1.  
Talents

Aura Armor  
Reenactment (D) \*\*

\* This spoken passage was not taken from the novel, Shroud of Madness. The book does not provide any information in regards to Cassian's chosen Discipline or what Circle he is. The passage I wrote is my interpretation of his character and what he might say.

**\*\* Denotes a New Talent (Described below)**  
**(D) = Discipline Talent**

### **Conversation:**

**Step:** Rank + Charisma Step

**Action:** Yes

**Strain:** 1

**Requires Karma:** No

Conversation allows the Investigator to better interact with witnesses, suspects, or even victims (those still alive of course). The Investigator makes a Conversation test against the highest Social Defense in the group with which he is attempting to converse, modified by the number of people in the group. Add 1 to the difficulty number for every person after the first. A successful roll results in the target or targets acting more compliant with the Investigator's line of questions. The Investigator gains a bonus equal to his rank in Conversation for all Charisma tests against that character(s). They are more cooperative and willing to assist in the investigation. The higher the level of success, the more cooperative the target(s) become.

Conversation also allows the Investigator to better interact with those of higher or lower status. For example, it reduces the fear a peasant may have when talking to an Investigator who is an agent of the Eye of Throal. At the same time it will allow an Investigator to better question an aristocrat who's attitude gets in the way of talking to those of "lower" status. Conversation lasts rank x 2 minutes.

### **Reenactment:**

**Step:** Rank + Perception Step

**Action:** Yes

**Strain:** Varies

**Requires Karma:** Yes

Reenactment allows an Investigator to replay events that occurred in a certain area. He or she must go to the scene of the crime and study it using the various Investigator talents for ten minutes. Once the study period has finished, the Investigator takes an amount of Strain equal to their rank in Reenactment. Each Strain taken equals one hour that is reenacted. The Investigator rolls their Reenactment dice and the result determines how precise, or clear, the reenactment is. The Game Master determines the target number needed to succeed. A poor

failure results in a backlash of magical energies that damages the Investigator an amount equal to their rank in Reenactment and one Wound.

A successful roll allows the Investigator to view a surreal play of events that has happened in the area. The duration is rank hours, meaning that an Investigator with a Rank 1 can only see the events of the past hour whereas a Rank 12 allows the Investigator to witness the past 12 hours of events. What the Investigator sees is in real time. The Investigator might not see the crime being committed, but they may see tampering of evidence by witnesses, or the first person to enter the crime scene.

An Investigator must be completely undisturbed in the room or area in which they are performing this talent. As they are immersed in watching the "show" they are completely unaware of their surroundings. An Investigator suffers negative 5 steps to any perception tests when using Reenactment.

When an Investigator successfully performs this talent the real world is phased out and is replaced with a hazy version of the area or room they are in. Then events from Rank hours ago start playing themselves out. Any namegivers in the reenactment appear transparent. Conversations can be heard and understood but sound distant and quiet. The quality of what the Investigator sees and hears depends on the success level of the roll. An Average success allows the character to see what is going on although hazy, clothes and faces seem to shift rather than be steady and conversations are spotty. A Heroic success allows the character to see and hear everything that transpired clearly.