



The Deductionist

*A new base class for
the Pathfinder RPG*



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The Deductionist

The Deductionist

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Introduction

The deductionist base class is a result of almost a year's worth of brainstorming in an attempt to come up with a class that served in a role similar to that of the rogue or bard, but was not pigeon-holed into singing or sneak attacking. I have always been a big fan of the bard and what I *imagine* it is supposed to be, but have heretofore been disappointed by the mechanical results in-game. Rogues are a great class and right up my alley when it comes to game-play, but let's face it - their job is to open locks and look for traps.

A player can always apply some template or other in order to manipulate the rules to make their character feel closer to what they were imagining, but, in the end, a bard still performs and a rogue still stabs people in the back. The deductionist fills the void I personally felt when trying to choose between those two classes - I wanted someone who could assist my party in combat, be an expert at finding out all kinds of information, and swoop in with just the right skills and abilities to help win the day; part investigator, part leader, and all style.

The deductionist can fill many roles in the party, depending only upon how the player wishes to develop him or her. Depending upon which discipline the player chooses, the deductionist may still fill the role of the rogue when it comes to finding traps; or they could take on the task of information gather, combing the streets for clues in their current challenge. Perhaps the player wants to dabble in the arcane arts or maybe he is a pious person who supports the interests of the Church. There are literally hundreds of possible combinations from which you may choose! It is my goal to bring to you a class where no two deductionists are exactly the same.

I believe we have accomplished just that.

When you are playing the deductionist, imagine those intellectual crime fighters of popular literature. Imagine the trial and error they go through to solve the crimes with which they were presented and try applying that to the next adventure you are in. The deductionist is no great warrior, but has fantastic abilities to support those who are. He is no sorcerer, but has the knack and the know-how to accomplish some of the very same results many wizards study years to accomplish in the field of magic.

In short, the deductionist is meant to add a new role to the typical party; rarely engaging directly, but always there to bolster and support the group when called upon. He is a companion to be relied upon for much of the skill work, but without entirely supplanting the rogue or the bard. Have fun with the deductionist - I know I had a blast creating the class!

-Matt "KCRift" Everhart

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Short Fiction

"Cold Shadows"

To Cadwyn Embrel, an evening stroll along Arcane Way proved just the thing to clear the mental cobwebs spun throughout the rigors of the week. Countless perambulations down the neat white-bricked walk --- well, not countless. Not exactly. To be exact, his two hundred forty-seventh such walk to-date. The familiar metallic tang of background magic tickled his nostrils and left the taste of zinc upon his tongue. One could almost hear the incomprehensible susur-rus of spell memorization drifting upon the fitful breeze. Ghostly voices felt in the bones of the skull rather than heard with the ear. This was, after all, the point of these walks - acclimating oneself to the subtleties and peculiar qualities of arcane magic.

Until tonight. This particular evening was for the hunt.

* * *

Tonight's carouse crashed against the walls of the Blue Boar like waves against the shore. Two figures stepped outside to take the evening air.

"Where's prissynose off to?"

Odail of the Lost Runes rolled his eyes at the dwarf's tired insult. "You know very well where Cadwyn is off to on a night like tonight."

Grundolm snorted, bit the end off one of his horrific cigars, and held it out. Odail snapped his fingers and lit the offensive roll of nameless weeds with the green flame at the end of his thumb. The resulting odor brought instant regret. No wonder the barkeep insisted the dwarf

take his smoke outside. Sure, the stuff kept the bugs away, but it also made everything taste like sewage.

"I'm starting to miss the dungeons," grumbled Grundolm around his cigar. "If I don't get a few hundred feet of stone over my head soon, I'll go all elf-brained."

"My mother was an elf."

"I know that." Grundolm spat. The dark glob struck sparks from the stone step.

Without a word, Odail pulled his cowl closer to his face and stalked back into the raucous tide.

"It's what makes you so sensitive," muttered the dwarf.

In the deep shadows of the alley across the street, a figure inhaled deeply, not smelling the stench of dwarvish cigar. Only the intoxicating aroma of magic.

* * *

"So cold."

The steaming teacup clutched in the woman's trembling hands might not exist for all she noticed. But it was her eyes, vague and staring at something unseen, that covered Dalen in gooseflesh. The woman in the armchair had spilled steaming tea onto her hands and never flinched. Students of the academy called her the Javelin, claiming she was made to fly straight and true to the heart of any matter. Her lean and unyielding presence did nothing to dispel the image, neither did the horns. Master Dalen Camprere enjoyed the effect the tiefling woman had on the fledgling wizards under her tutelage. Now, this was a javelin bent almost in two and it might never fly again.

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“Veraithe.”

The dark head moved not one whit. Master Camprere reached for the bell cord.

“I have a friend,” he ventured, “an old adventuring comrade, in fact. No doubt you’ve heard stories of my pre-academy dungeoneering days.”

The teacup tilted forward to dribble dark liquid into the fine area rug. Not many knew of its magical properties and Camprere willed the thing to remain quiescent through this mild abuse.

“Yes, well...” Dalen considered his next words, only to be interrupted by a soft knock at the sitting room door. With a gesture, he suppressed the arcane lock and the door swung open.

No words passed between the tall man in the doorway and the Master of the Academy. Depend upon a man for your life enough times and a link is forged. A single expression or idle gesture may speak volumes and Cadwyn Embrel had seen enough. Leaning his walking stick against a coat rack, he crossed the room in long, precise strides to crouch down before the woman, straddling the little puddle of tea.

Dalen shut the door with another brief gesture. The quiet of the room was deep and abiding.

Cadwyn’s gray eyes took in the entirety and the specifics of the woman before him. Capable spellcaster, that much was obvious. Physically able, as well. One could go so far as to say athletic. How was the spell delivered? What form did it take? Ah!

The fine hairs of the tiefling’s arms were missing in wide swaths. Alternating bands of dry skin told the grim tale.

Gentle, but sure, Cadwyn took the cup and sau-

cer from the woman’s hands. Inhaling the winding steam, he nodded a brief approval.

“Miss,” he said, watching her volcanic orange eyes flicker and then focus upon his own. “My name is Cadwyn Embrel, Eldritch Inspector. I am here to find and stop the thing that killed you.”

* * *

The confident, steady tap-tap of the walking stick announced the owner as anything but infirm. When the rhythm shifted through brief, subtle variations, only one ear on the street paid any heed.

“Fragransh for yer lady, shir?”

Cadwyn stopped; waited for foot traffic to disperse. One day, he would get around to discovering the truth of the little fellow’s heritage. It was on his list, but not near the top. For now, he was an ugly one-eared squirt called Pitch, possessed of an uncanny facility for providential acquisition and supply. His crooked grin would unsettle a manticore and the colorful neckerchief of the veteran costermonger failed to alleviate the effect.

“Good evening, my fine fellow. I am in the market for a special fragrance of an especially exotic provenance.”

With an exaggerated bow, the goblinish runt turned toward his tiny pushcart to rummage. “Methinksh I have jusht the thing for the discherring gentleman.”

Too many teeth. Definitely.

“Something in this price range,” added Cadwyn, jingling a small purse in his palm, knowing Pitch could determine type and quantity of coinage with his single ear.

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With a light ting of glass against glass, the gnarled hand flourished a gleaming phial. The liquid within swirled with an almost mesmerizing sinuous viscosity.

“Here’s shomething,” announced Pitch.

Purse changed hands with phial. Cadwyn could feel mild lethargy in his fingers against the cut glass, as if they were falling asleep. This was the right stuff.

“You’ll find something extra in the purse, for sterling service and discretion.”

The little man bowed, then turned and trundled off into the alley, lost in an instant to the fog. Cadwyn was left with his prize, and with unsettling memories of overlapping shark-like teeth and flying spittle.

* * *

“Four murders in as many days.” One long finger dipped into the cup, then traced idle curves and angles on the table.

“You never came back last night,” observed Odail with a measure of gentle reproach.

“I did,” countered Cadwyn, “but I went back out again.”

“Worse than a cat, that one,” complained Grundolm. He had emptied his stein and awaited a refill.

Cutting off the dwarf’s editorial, the half-elf said, “The group has a new mission. We leave day after tomorrow.” He let the silent question hang in the air.

Grundolm hefted his stein like a warhammer and shook it for the errant server to see.

“I shall be ready when you are,” Cadwyn replied. His roving finger connected a pair of wet half circles with a glistening bent line.

The result seemed familiar to Odain. “How can you be sure?” he asked.

For the first time, the deductionist met his companion’s gaze. “If you can confine yourself to the room tonight, I can just about swear an oath to that effect.”

The half-elf opened his mouth, then closed it again. He knew better than to press Cadwyn with questions. Instead, he nodded and finished his last drink of the evening.

Cadwyn departed to the rhythmic pounding of metal stein upon wooden table.

* * *

“When are you going up to the room? Didn’t ‘The Great Deducer’ order you in for an early night?”

Grundolm’s taller companion ignored his verbal barbs, as ever. The words seemed to fall short of his somewhat pointed ears, as if too heavy to rise so high. If only the cigar smoke was so accommodating.

“Anybody in there?” the dwarf snapped.

“Hmm?” came the distracted reply.

“I’ve gone out. Give me a light?”

With a languid gesture, fluid from repetition, the slender hand struck a steady green flame to its own thumb. The dwarf leaned forward, puffing and inhaling with content---

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“Back!” shouted the half-elf.

Grundolm staggered from the savage push, surprised at Odail’s uncharacteristic strength, even dropping his cigar into the gutter. Someone would pay for that. From the look of things, the half-elf was settling the check right now.

The night mist divided into ropy tendrils of deepest black to grasp at Odail’s arms - with particular interest in the left, source of the green flame. Grundolm’s dark-wise eyes could just discern a humanoid silhouette at the other end of the dark tentacles.

“Your axe!” cried Odail, voice distorted with panic, “the wyvern blade!”

Stones and bones, thought Grundolm. For a bet, that axe now stood imbedded in the wooden head of the great boar statue in the common room of the inn. The dwarf charged inside.

Left behind, Odail tried to call out, but a black tentacle coiled around his face. No smell or taste, but oily to the touch. Not oily enough to be slippery, of course. The tentacle gripped like the arm of a kraken.

The half-elf struggled to force his hand and arm between the rubbery limb and himself. Lack of air was taking a toll. Dull sparkles clouded his vision. Then, the tentacle fell free and he sucked in air, tainted by the marshy stink of Grundolm’s cigar.

Where was Grundolm, anyway?

“Oro-hae!” What the dwarf claimed was a war cry of his clan echoed from nearby buildings, followed by a shining crescent of silver blurring through the nearest tentacle like moonlight through gauze.

For one desperate heartbeat, Odail feared the worst. Then, the last two feet of tentacle fell away, dissipating into thick black smoke before hitting the pavement. He grinned. Grundolm grinned back. Then, pulling a slender steel blade from what the dwarf thought was an ornate wizard’s rod, the half-elf leapt into battle beside his axe-wielding comrade.

Where Odail’s arm had wedged its way under the tentacle, a smudge of black could be seen, almost dissipated into nothing. The skin gleamed under a sheen of oil, and not slime. For now, that arm was moving too quickly for easy observation. The half-elf darted and ducked through a mass of whipping, grasping tentacles while the dwarf gasped with admiration for his companion’s swordplay. After all, Odail had never wielded a sword in Grundolm’s presence before.

Where a black tentacle contacted Odail’s skin, the offending limb shivered and smoked. Before long, the snaky appendages learned not to touch, allowing the half-elf to work his way toward the source.

“Stop!” shouted the half-elf, as Grundolm poised to strike at the shadowy figure once hidden within the mass of tentacles - where there were now none.

A new voice, raised above the din of battle, cried out a string of incomprehensible syllables. The air around the dark figure shimmered and warped. Before either could strike another blow, the featureless silhouette toppled to the cobbled street.

Grundolm spun, axe at the ready, to face...another Odail. The dwarf’s head turned from the Odail he’d been fighting with and the newcomer. “What? Who? How?”

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The first Odail slammed his slender sword home in its sheath, then pulled away wig and false features.

“Prissy-nose?” cried Grundolm.

Cadwyn scowled, but nodded.

“Why?” asked the real Odain.

Crouching over the fallen figure, Cadwyn replied, “Let’s get Master Camprere back to the academy first.”

* * *

“With Dalen Camprere in the careful custody of experienced arcane surgeons, I feel confident in taking this time to answer your questions.”

The three companions relaxed in the academy’s sitting room, sipping their absent host’s fine brandy.

“What made your old friend start killing wizards?” asked Odail over his snifter.

Cadwyn held up an admonishing finger, “Remember, he was not in possession of his faculties. Dalen Camprere was a werespell.”

“A what?” Grundolm burst out.

Odail interrupted, “I’d heard of --- but...to know it exists...”

“A wizard cursed to manifest as an arcane spell, much as a werewolf becomes a beast, unbidden and unaware. Camprere is a noted theoretical arcanist, experimenting with the fundamental structure of magic.” Cadwyn looked back to the half-elf.

“And his experiments got the better, or worse, of him,” finished Odail.

“But, I still don’t---” began the dwarf.

“Once I determined the spell to be black tentacles, from the patterns on the last victim’s skin, I had her examined to prove that vampiric touch was also involved.”

Odail gasped, “A dual spellwere!”

“Indeed,” said Cadwyn. “And from certain physical signs plain upon Camprere’s features, I undertook a clandestine exploration of his laboratory.”

“What about the fire thumb trick?” asked Grundolm.

“Alchemical paste.”

“And your immunity to the vampiric touch of the black tentacles?” asked Odail.

“A rare magical oil. But, I have a question for you.”

“Me?” The half-elf seemed taken aback.

“Yes,” mused the deductionist. “How did you know to come to our rescue with just that spell?”

Taking a sudden gulp of brandy to cover his embarrassment, Odail replied, “I snuck a peek at your journal while I was tucked away in the room with nothing to do.”

Grundolm choked on his drink.

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Class Description

A deductionist is an investigator of unparalleled skill and ability. He draws upon his studies and life experiences to pierce the veil of the unknown and unknowable. He is uncanny in his ability to reveal the logical explanation from the illogical situation and can assist his companions in combat and other encounters through the power of deduction. This character draws hypotheses from the available information and uses the information to assist him in his many adventures and investigations.

Role

Deductionists fill the role of the utility member. They have the ability to disable traps, appraise treasure, use most types of magical items and, with their *deduction* class ability, help the party uncover clues, exploit hidden vulnerabilities, and generally make themselves useful in a variety of unconventional ways. While the deductionist does not need to take the place of a Rogue or Bard, they can certainly fill that role if one is not available. They do not have the inherent knack for finding traps, nor the damage potential of the rogue. They lack the spells and enchanting personality of the bard. So either class in a group alongside the deductionist would be most complementary.

Adventurers

Some of the most intriguing characters from fiction have been true deductionists – drawing conclusions from the evidence presented and outing the villain through sheer force of intellect and skill. Non-adventuring deductionists are most often under the employ of the city watch or other

law enforcing organization. They are desperately needed in towns and cities where crime is a regular part of life.

Deductionists have a wide variety of skills and abilities that make them indispensable to most parties. Adventuring deductionists find a useful niche even in groups with a full complement of capabilities, as many of their skills are unique. They have the ability to enhance the martial prowess of their comrades, find weaknesses in their foes, and uncover traps and other secrets that might otherwise go unobserved. They can easily fill the role of the party “face” and are not altogether unprepared for combat, should the need arise.

Alignment

Deductionists must be of Lawful alignment, but there is no restriction on good, neutral or evil. The typical motivation behind this type of intellectual personality is in the pursuit of the cold, hard facts, not necessarily in what is right or wrong. While order and structure are required by the deductionist, motives and consequences are only a necessary means to an end. Using the power of *reason* is not limited to good, of course. Outwitting the law and the forces of good certainly have precedence in literature - the keen intellect of the deductionist can be applied in the service of society or for more nefarious purposes.

While good and evil may be of no consequence, the puzzling disarray of chaos, the lack of structure, is what thwarts our hero. Plans, procedures, contingencies and understanding are all crucial parts of the deductionist’s dominion.

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Religion

Deductionists are typically agnostic in their preference for a specific deity. While none could deny the presence or power of the Gods and their clerics, most detective-types have no use for the will of the omnipotent, and instead focus on more corporeal matters and the grit and grime of reality.

However, deductionists still make excellent investigators for the Church. They could easily be used to help seek out corruption and evil influences within the church or religious organization as is the case with the vicar discipline (see below). A combined inquisitor and deductionist team would be fearsome indeed.

Hit Die: d8

Class Skills: Appraise (Int), Bluff (Cha), Craft: Alchemy (Int), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Knowledge (All) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), Use Magic Device (Cha)

Skill Ranks per Level: 4 + Int modifier

Starting Wealth: 3d6 × 10 gp (average 105 gp.) In addition, each deductionist character begins play with an outfit worth 10 gp or less.

Class Features

Weapons and Armor Proficiencies

Deductionists are proficient with all simple weapons, plus the sap. They are proficient with light armor, but not with shields.

Deductions: A deductionist draws upon his expansive knowledge, granting him and his allies benefits against the creatures or situations they face. The secrets of deductions are drawn directly from the various knowledge skills in which the deductionist is trained. A deductionist unlocks new deductions as his level increases and can call upon his deductions more often.

Some deductions require a Knowledge check of a type appropriate to the creature or situation faced (see table below).

The base DC is 10, plus double the CR (CR*2) of the creature(s) type or the hazard faced (A CR 3 trap would be a DC of 16, for example). At the discretion of the DM, common monsters (goblin, kobold, orc) or encounters could have an easier base DC of 5, while rare encounters (demon lords or a building collapsing) might have a base DC of 20.

**Deduction Base Knowledge
Check DC = 10 + double the CR
of creature or encounter**

Unless otherwise stated, using a deduction is a standard action that does provoke an attack of opportunity. If the deductionist is hit by an attack of opportunity while using his deductions, the DC increases to 10 + Damage Taken + double the CR (CR*2) of creature or encounter.

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Level	BAB	Fort	Ref	Will	Reason	Max Bonus	Special
1	+0	+0	+0	+2	1	+1	Exploit Weakness +1 (Silver), Intuition, Reason, Subtle Clues
2	+1	+0	+0	+3	1	+1	Deduction, Improvised Combat, Classical Education
3	+2	+1	+1	+3	1	+1	Traveled Scholar
4	+3	+1	+1	+4	2	+1	Deduction, Exploit Weakness +2 (Magic)
5	+3	+1	+1	+4	2	+2	Formidable Ally
6	+4	+2	+2	+5	2	+2	Deduction, Exploit Weakness +3
7	+5	+2	+2	+5	3	+2	Eccentric
8	+6/+1	+2	+2	+6	3	+2	Deduction, Renown, Exploit Weakness +4 (Cold Iron)
9	+6/+1	+3	+3	+6	3	+3	Eccentric, Traveled Scholar
10	+7/+2	+3	+3	+7	4	+3	Deduction, Indexed Knowledge
11	+8/+3	+3	+3	+7	4	+3	Eccentric, Formidable Ally
12	+9/+4	+4	+4	+8	4	+3	Deduction, Exploit Weakness +6 (Lawful)
13	+9/+4	+4	+4	+8	5	+4	Eccentric
14	+10/+5	+4	+4	+9	5	+4	Deduction, Exploit Weakness +7
15	+11/+6/+1	+5	+5	+9	5	+4	Nobody's Fool
16	+12/+7/+2	+5	+5	+10	6	+4	Deduction, Exploit Weakness +8
17	+12/+7/+2	+5	+5	+10	6	+5	Formidable Ally
18	+13/+8/+3	+6	+6	+11	6	+5	Deduction, Exploit Weakness +9, Improvised Combat
19	+14/+9/+4	+6	+6	+11	7	+5	
20	+15/+10/+5	+6	+6	+12	7	+5	Deduction (Deadly Deduction), Exploit Weakness +10

Deductions may be used multiple times per encounter. Each use costs an additional reason as determined by the ability used.

The deductionist may usually affects a single creature type (but can affect multiple creatures of that type), a single trap, or terrain type, depending on the deduction used. If not stated in the description, the target must be within 60 feet, the deductionist must be aware of whatever he is attempting to deduce (although he need not have a line of sight to it), and the effects of deduction last for 1 minute (10 rounds).

Disciplines

Just as different people often draw different conclusions when presented with the same information, so too do different deductionists learn their

trade in different manners and with a different focus. Each deductionist has a particular area of knowledge in which he excels. Many of those around him often consider him an expert in the field.

At 1st level, the deductionist chooses one of these disciplines, gaining the benefits and the limitations described below. Each discipline is associated with two skills. When the deductionist selects his discipline, he uses ranks in the knowledge skill in place of the associated skills. When substituting in this way, the deductionist uses his total Knowledge skill bonus instead of the associated skill's bonus, whether or not he has ranks in that skill or if it is a class skill.

Any feats gained do not require any listed prerequisites for that feat.

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Arcanist (Arcana) - Skills: Use Magic Device, Spellcraft

The arcanist gains the Scribe Scroll item creation feat as a bonus feat. He uses Knowledge (Arcana) to research and replicate the spell for the scroll being created. The base DC for his research is 15 + spell level + required caster level. For example, a 1st level spell cast as a 1st level caster has a DC of 17. The DC for a fireball would be 23 for the 5th level caster minimum for a 3rd level spell.

The arcanist may attempt to scribe any spell from the Wizard/Sorcerer, Magus or Bard spell list, but the maximum spell level he may duplicate is equal to his Intelligence modifier, up to a maximum of 6th level. Treat the deductionist's class level as the caster level of the scroll with a maximum CL equal to his Int modifier.

He also gains a +4 to Knowledge (Arcana) when attempting to use a scroll he has created.

Deductions useful to the arcanist are: Legerdemain, Savant, Savvy Mystic, and Greater Savvy Mystic

Opposing Discipline: Vicar - A mystic loses Knowledge (Religion) and Diplomacy as class skills.

Cosmologist (Planes) - Skills: Intimidate, Fly

As an immediate action, 1/day the Cosmologist can grant a luck bonus equal to his INT bonus to any ally within 30'. The deductionist always knows true north

as if permanently affected by the Know Direction spell.

Deductions useful to the Cosmologist are: Aspectology, Exploit Elemental, Savvy Mystic, and Two Steps Ahead

Opposing Discipline: Naturalist - A cosmologist loses Knowledge (Nature) as a class skill.

Engineer (Engineering) - Skills: Disable Device, Sleight of Hands

The engineer gains Trap Sense as per the rogue class ability. He may use Disable Device to disarm magical traps.

Deductions useful to the Engineer are: Construct Exploit, Danger Sense, Dismantle, and Greater Danger Sense

Opposing Discipline: Historian - An engineer loses Knowledge (History), Appraise and Sense Motive as class skills.

Generalist (None) - Skills: None

True to his name, the generalist specializes in no particular area, but rather seeks knowledge from all disciplines. A generalist gains a +1 bonus to all knowledge skills and may choose any deduction that requires a discipline as its only prerequisite. This selected deduction does **not** count as prerequisite for additional discipline deductions (i.e. Dismantle chosen by a

Generalist does not count as the prerequisite for Greater Dismantle and may not be taken).

Deductions useful to the Generalist are: All

Opposing Discipline: None



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Guide (Geography) – Skills: Linguistics, Survival

The Guide grants both himself and his and allies a +1 circumstance bonus to Perception and Survival Checks with a Knowledge (Geography) check of DC 15 to a specific terrain type. This bonus increases by +1 for every 5 by which the deductionist beats the DC, up to his Max Bonus allowed by his level (see the deductionist class chart). This bonus lasts for 24 hours or until the terrain type changes, at which point a new check will need to be made.

Deductions useful to the Guide are: Ascetic Fortitude, Greater Ascetic Fortitude, Masterful Dragoon, and Reconnoiter

Opposing Discipline: Spelunker - A guide loses Knowledge (Dungeoneering) and Escape Artist as class skills.

Historian (History) – Skills: Appraise, Sense Motive

As long as he is understood and the Historian can speak freely and clearly, all allies within 30' gain an insight bonus of +1 on any skill check in which the deductionist has ranks (including discipline skills). This does not require any action on the part of the Historian, nor does it scale with his level.

Additionally, add +10% to the market value of high value items such as art, jewelry, tapestries, gems, magic items, and items of possible historical significance when sold by the Historian through legitimate sources such as museums, universities, art collections and so on. This has no effect on standard or readily available equipment.

Deductions useful to the Historian are: Greater Savvy Arcanist, Indubitable Theory, Savvy Arcanist, and Tactful Senses

Opposing Discipline: Engineer - A historian loses Knowledge (Engineering), Disable Device and Sleight of Hands as class skills.

Naturalist (Nature) - Skills: Craft (Alchemy), Handle Animal

The Naturalist gains a +2 bonus to saves against poisons and disease. He also does not risk poisoning himself when applying poisons and may apply a single dose of poison as a move action.

Deductions useful to the Naturalist are: Ascetic Fortitude, Clever Beasts, Greater Ascetic Fortitude, and Mephitic Alchemists

Opposing Discipline: Cosmologist - A naturalist loses Knowledge (Planes) as a class skill.

Seneschal (Nobility) - Skills: Perform, Ride

The seneschal gains a +3 bonus to Diplomacy when dealing with anyone of title or status; above the station of commoner. He adds +3 to Intimidate checks against anyone of the same race not born of noble birth. The target must be able to speak the same language and understand the deductionist for these bonuses to apply.

Deductions useful to the Seneschal are: Agile Disputation, Anecdote, Confounding Truths, and Distracting Tale

Opposing Discipline: Spy - A seneschal loses Knowledge (Local), Bluff, and Disguise as class skills.

Spelunker (Dungeoneering) - Skills: Acrobatics, Escape Artist

The spelunker gains darkvision out to 30' and is always treated as running for purposes of jumping. If he already has darkvision, he adds 30'.

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Deductions useful to the spelunker are: Contortionist, Danger Sense, Expedited Acumen, and Greater Danger Sense

Opposing Discipline: Guide - A spelunker loses Knowledge (Geography), Linguistics, and Survival as class skills.

Spy (Local) - Skills: Bluff, Disguise

The spy gains Improved Feint as a bonus feat. Unless completely stripped bare, the deductionist always has enough materials available to make a credible disguise.

Deductions useful to the Spy are: Danger Sense, Greater Danger Sense, Pretentious Masquerade, and Sagacious Guile

Opposing Discipline: Seneschal - A spy loses Knowledge (Nobility) as a class skill.

Vicar (Religion) – Skills: Diplomacy, Heal

The vicar adds his INT as a divine bonus to hit points healed when using Treat Deadly Wounds. Treat Deadly Wounds is a full-round action for the vicar, but still costs two uses of a first aid kit. A patient may only benefit from this treatment once every 24 hours. All other rules regarding the Heal skill apply.

Deductions useful to the vicar are: Forensics, Faithful Servant, Savvy Arcanist, Undead Exploit

Opposing Discipline: Arcanist – A vicar loses Knowledge (Arcana), Spellcraft, and Use Magic Device as class skills

Exploit Weakness (Ex): A deductionist understands the importance of capitalizing on the weaknesses of an opponent and using that against them. This ability represents the deductionist's aptitude at calculating cause and effect

during combat; to analyze and counter a threat, regardless of the circumstances.

Author's note: *This is a cornerstone ability of the deductionist class, much like the sneak attack of the rogue. Their ability to analyze an opponent, find, and then exploit their weaknesses is what makes the deductionist stand out in combat situations. A perfectly timed trip, an expert disarm, or perhaps even stealing the artifact from the major bad guy and running like hell.*

While this ability may not work on all opponents, there are several deductions and new feats that allow him to expand the functionality of this talent.

Consider this ability as one where the character is using anything within his grasp along with his particular circumstances to take advantage of his opponent. This might be as simple as a kick to the groin, or as complex as using alchemist's fire to burn a rope that drops a candelabra down on his opponent. Be creative and have fun with it!

At 1st level, as a free action that does not provoke an attack of opportunity, the deductionist makes a knowledge check (appropriate to the creature type) against any one target within 30'. The DC for this check is 10 + double the CR (CR*2) of the opponent. If he succeeds, the target is considered exploited for 1 round. Against an exploited target he calculates his CMB using his INT instead of STR and adds ½ his class level as a circumstance bonus to the roll. When using a combat maneuver against an exploited target, he does not provoke attacks of opportunity from that target.

With any successful combat maneuver against an *exploited* target, the deductionist deals his

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INT modifier as either lethal or non-lethal bonus damage in addition to the effect. He may choose to not deal this damage at all.

He may use this ability on the same target any number of times, but each additional attempt adds +1 to the DC of the check. If the deductionist fails, he may still attack or perform a combat maneuver as normal.

The deductionist may choose to spend 1 point of reason when using this ability. Doing so adds one round to the duration the target is *exploited* per point of INT modifier (minimum of +1). The deductionist must declare he is spending the reason before any rolls are made.

Finally, as the deductionist increases his knowledge and expertise, the capabilities of his exploits grows as well. At 1st level, all attacks from the deductionist (including combat maneuvers used with this ability) are treated as silver for purposes of overcoming damage resistance. At 4th level, his attacks are treated as magic. At 8th level, attacks against exploited targets are treated as cold iron. Finally, at 12th level, his attacks are treated as lawful.

1st level, exploit weakness is treated as silver

4th level, exploit weakness is treated as magic

8th level, exploit weakness is also treated as cold iron

12th level, exploit weakness is also treated as lawful

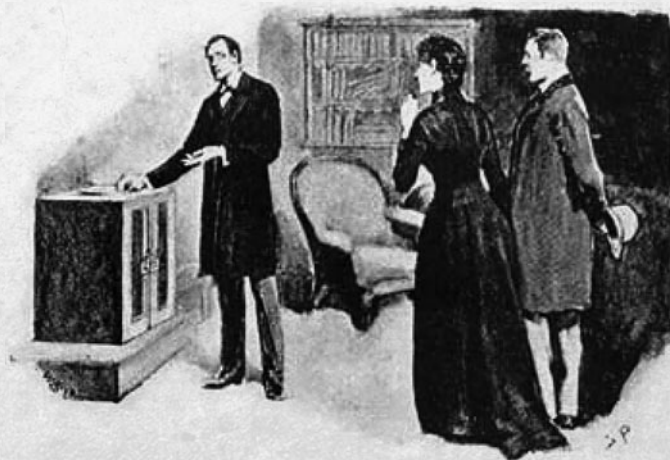
With regards to overcoming damage resistance; while there is nothing particularly supernatural about this ability, the deductionist can be

assumed to have working knowledge of these types of susceptibilities in his opponent and, as such, be familiar with weak spots in their defenses or perhaps even be carrying bits of the material in question to use in his attack. Perhaps he picks up a silver mirror from the dresser, or a climbing piton made from cold iron.

This ability affects any type of target assuming the Deductionist has sufficient knowledge skill to make the specific check and possesses the means to affect it in combat (Note: he cannot effect an incorporeal creature with exploit weakness unless he has a way to physically interact with it).

Intuition (Ex): The deductionist adds his INT score to his Perception skill checks in addition to his WIS modifier.

Reason (Ex): The deductionist's primary weapon is his intellect. Through keen observation and lightning-fast mental agility, he can connect elements of a problem and forge them into a solution. His understanding of the world around him goes far beyond that of the average person. He is a master of his situation, no matter the moment - a calm in the storm. The deductionist calls this reason, or his ability to determine the answer from the clues provided.



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Reason provides the deductionist the ability to aid allies in a variety of situations ranging from combat, to problem-solving, to social savoir faire. Unless otherwise indicated in the deduction, using reason is a free action. When he uses Deductions (see below), he spends reason points. He gains 1 point of Reason at 1st level + his Intelligence modifier (minimum of 1). Reason refreshes after 8 hours of rest. At 4th level and every 3 levels thereafter, as indicated by the class table, he gains an additional point of reason.

Subtle Clues (Ex): The deductionist gains insight through the behaviors and mannerisms of others. As long as the deductionist has at least 1 point of reason remaining, he receives a +1 insight bonus on Perception and Sense Motive checks against mundane disguises, conversations, observations, hidden doors, compartments, and other non-magical uses of these skills. Using this does not require a Knowledge Check.

Additionally, once per day, the deductionist may reroll a failed Sense Motive or Perception test at the cost of 1 points of reason.

At 8th level, the deductionist gains this bonus against magical effects.

This ability increases to +2 at 5th level and an additional +1 for every 4 levels thereafter to a maximum of +5 at 17th level.

Classical Education (Ex): Reaping the rewards of a youth spent lost in study, the deductionist gains a bonus to all Knowledge skills equal to ½ his class level. He does not gain this bonus to knowledge skills in his opposing discipline.

Improvised Combat (Ex): The deductionist does not rely on traditional combat techniques in a melee. Using whatever means available to him, the deductionist manages to “get through”,

rather than “decisively win” in battle. This “style” manifests itself in the form of bonus improvised combat feats at 2nd, 6th, 10th, 14th, and 18th levels.

He may choose from the following feats at 2nd level and beyond, whether or not he qualifies for them: *Butterfly’s Sting*, *Canny Improvisation**, *Catch Off-Guard*, *Combat Expertise*, *Gang-Up*, *Throw Anything*, *Weapon Focus (Improvised)*.

Starting at 6th level, he may choose from: *Improvised Weapon Mastery*, *Team-Up*, *Weapon Specialization (Improvised)*

* see the Feats section of this book

When attacking an *exploited* creature (see Exploit Weakness above) with an improvised weapon, he deals his improvised weapon damage + INT instead of the standard damage listed for exploit weakness.

Special: Improvised weapons benefiting from these abilities may not be traditional weapons. Things such as torches, mugs, chairs, chandeliers, rocks and table legs fall into this category; objects constructed to be weapons do not. Normally neither weapon focus nor weapon specialization may be used in conjunction with improvised weapons. This ability represents the need for the deductionist to think on his feet in combat.

Traveled Scholar (Ex): A deductionist often picks up little idiosyncrasies and customs of the foreign lands he travels. He gains one bonus trait from the Faith, Social, Race, Religion, or Equipment trait lists at 3rd and again at 9th level. He may select any trait from these lists, whether or not he qualifies for them. He may not select any spellcasting traits, nor may he pick two traits from the same list.

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Formidable Ally (Ex): At 5th level the deductionist may choose a bonus Teamwork feat from the following: *Back to Back*, *Broken Wing Gambit*, *Brutal Grappler*, *Coordinated Defense*, *Coordinate Maneuvers*, *Duck and Cover*, *Enfilading Fire*, *Escape Route*, *Feint Partner*, *Lookout*, *Outflank*, *Pack Attack*, *Paired Opportunist*, *Precise Strike*, *Seize the Moment*, *Shake it Off*, *Swap Places*, *Target of Opportunity*.

As a move action, he may designate an ally within 10' to be treated as if they possessed this same teamwork feat for purposes of determining whether the deductionist receives a bonus from this teamwork feat. Unless this target is also his cohort (see below), the ally does not receive any bonuses from this feat unless they too possess the feat. The positioning of the ally and their actions must still meet the prerequisites listed in the teamwork feat in order for the deductionist to receive the listed bonus. This designated ally remains until the deductionist chooses to switch to another ally or until the ally moves more than 10' from the deductionist.

He does not need to meet the prerequisites for this feat. At 11th level and again at 17th level, the deductionist gains an additional bonus Teamwork feat from this list. Only one feat at a time may be used in this manner. Switching teamwork feats or allies is a move action.

Eccentric (Ex): At 7th and 9th level, the deductionist may choose one from the following Rogue Talents: *Black Market Connection*, *Canny Observer*, *Charmer*, *Coax Information*, *Convincing Lie*, *False Friend*, *Guileful Polyglot*, *Hard to Fool*, *Honeyed Word*, *Obfuscate Story* or *Steal the Story*.

At 11th and 13th level, the deductionist may choose one from the above list of Rogue Talents or

from the following: *Dispelling Attack*, *Hunter's Surprise*, *Knock-Out Blow*, *Master of Disguise*, *Opportunist*, *Rumormonger*, *Slippery Mind*, *Thoughtful Reexamination* or *Unwitting Ally*.

The deductionist may not choose the same talent twice.

Renown (Ex): At 8th level the deductionist gains a cohort as if he had the *Leadership* feat. Due to the nature of the deductionist's work and expertise, his cohorts tend to be more practical or utilitarian such as alchemists, bards, clerics, experts, fighters, gunslingers, inquisitors, magus, ninjas, rogues, sorcerers, etc. He does not attract as cohorts anti-paladins, paladins, druids, samurai, witches, wizards or character-types that have specific codes of conduct associated with them. Likewise, other deductionists typically choose to live their lives in the spotlight and not that of the follower and rarely, if ever choose the life of another deductionist's cohort. At the discretion of the GM, he may attract other 3rd-party classes deemed appropriate. He does not attract followers with this ability.

The deductionist may use Formidable Ally with his cohort as a Free Action. Unlike the standard use of this ability, Formidable Ally provides its benefits to both the deductionist and his cohort.

At 6th level, the cohort gains Shield Ally as a bonus feat. At 9th level, the cohort gains In Harm's Way as a bonus feat. He gains these feats whether or not he qualifies for them.

Indexed Knowledge (Ex): At 10th level, the deductionist has acquired an incredible wealth of knowledge and language, all meticulously annotated and indexed in a journal or tome. This comes from his experiences, adventures and deeds up to this point in his career. By referring back to these indices for information and

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answers, the deductionist gains an insight bonus to any skill check. He does not have to have any skill points in the skill, and he may use this on skills that are “trained only”.

For purposes of deductions and the use of reason, treat this ability as though it were a standard skill check.

The benefits from this ability depend upon how much time the deductionist has to consult his tome. As a full round action, the deductionist gains an insight bonus equal to 1/2 his level on a single skill check. By taking 1 minute to consult his tome, the deductionist may increase this bonus to his full level. Each use costs 1 point of reason.

By spending 2 points of reason, the deductionist experiences a moment of clarity so acute, not only does not need to consult his book, but he also makes the skill check or uses a deduction as a swift action gaining 1/2 his level as an insight bonus. If using this in conjunction with a deduction, this cost is added to any existing Reason cost.



The deductionist may use this skill check for any mundane check or when using deductions. Under most conditions, the deductionist must hold the tome in his hands and read from it in order to use this ability (see below).

Description	Action Type	Reason
Gains 1/2 Deductionist Level bonus to any skill check, trained or untrained.	Full Round	1
Gains Deductionist Level as a bonus to any skill check, trained or untrained.	1 Minute	1
A moment of clarity brings instantaneous recollection of information contained within the book. As a swift action, the Deductionist adds 1/2 his level to any skill check, trained or untrained..	Swift	2

Nobody’s Fool (Su): The deductionist does not easily succumb to enchantments, glamours or compulsions. At 15th level if he is subjected to any enchantment spell or effect, the deductionist can make an appropriate Knowledge check with a DC equal to the original save as a free action at the start of his turn. If he succeeds at the check, he is no longer subject to the enchantment. He can make this check even against enchantments that normally don’t allow a saving throw. In those cases, generate the Knowledge DC as if the spell or effect did allow a saving throw of the appropriate level. This ability applies even if the check failed in the previous round.

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Knowledge Skill Associations

- *Arcana (ancient mysteries, arcane magic, magic traditions, arcane symbols, constructs (animation), dragons, magical beasts, magical traps)*
- *Dungeoneering (aberrations, caverns, oozes, small traps, spelunking)*
- *Engineering (area traps, buildings, masonry, construction, aqueducts, bridges, fortifications siege weapons, constructs (mechanics), firearms)*
- *Geography (lands, terrain, climate, cultures)*
- *History (wars, cities, colonies, migrations, founding of cities)*
- *Local (legends, personalities, inhabitants, laws, customs, traditions, humanoids)*
- *Nature (animals, fey, giants, monstrous humanoids, natural traps, plants, seasons and cycles, weather, vermin)*
- *Nobility (lineages, heraldry, personalities, royalty)*
- *Planes (the Inner Planes, the Outer Planes, the Astral Plane, the Ethereal Plane, outsiders, planar magic)*
- *Religion (gods and goddesses, divine magic, mythic history, ecclesiastic tradition, holy symbols, undead)*

Deductions Table 1:

Deduction Name	Prerequisite	Description
Anecdote	-	Grant +4 on Aid Another through a brief story
Agile Disputation	Distracting Tale, Knowledge (Nobility) 6 ranks	Confuse an opponent through debate
Ascetic Fortitude	-	Grants a +2 Bonus to Fortitude saves and treat Acrobatics, Swim and Climb as class skills
Ascetic Fortitude, Greater	Ascetic Fortitude, 6th level	Grants Endure Elements and resistance to energy damage
Aspectology	Cosmologist, 4th level	Gains the service of a lesser planar being from the Improved Familiar table. Can summon Familiar with reason.
Clever Beast	Naturalist	Has a knack for training and handling animals.
Confounding Truths	-	Fascinate opponents within 30'
Contortionist	-	Move quickly to avoid danger and bonuses to acrobatics and escape artist checks
Damning Revelation	Expostulate, 12th level	Force opponent to reveal plans

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Danger Sense	-	Grants +2 bonus to Reflex saves and +4 to AC while flanked
Danger Sense, Greater	Danger Sense, 6th level Deductionist	Cannot be caught flat-footed; Grants Evasion
Deadly Deduction	20th level	Incapacitate an opponent through brilliant deduction
Dismantle	Engineer	Gains the use of Exploit Weakness against certain devices and objects
Distracting Tale	Seneschal	Use Perform to regale others with stories of heroes and glory. Applies the condition: Distracted (see text)
Dreadful Truths	Confounding Truths, 12th Level	Stagger your opponents with information about them
Expedited Acumen	Spelunker	Gain +10 movement
Exploit Construct	Dismantle, Knowledge (Engineering) 8 ranks	Gain bonuses in combat against exploited constructs
Exploit Elemental	Aspectology, Knowledge (Planes) 8 ranks	Gain bonuses in combat against exploited elementals
Exploit Undead	Theological Scribe, Knowledge (Religion) 8 ranks	Gain bonuses in combat against exploited undead
Expostulate	-	Bonus to Diplomacy checks. Use reason to speed up influencing a target
Forensics	4th Level	Investigate and discover clues about target
Legerdemain	Savant, Knowledge (Arcana) 8 ranks	Gains the Quick Draw feat for use with scrolls only. Bonus to Sleight of Hands when concealing scrolls
Indubitable Theory	Historian	Skill bonus in various types of situations
Masterful Dragoman	Guide	Bonus to social skills when speaking a creature's native tongue
Mephitic Alchemist	Naturalist, Exploit Weakness class feature, Knowledge (Nature) 8 ranks	Apply Exploit Weakness damage to alchemical items
Pretentious Masquerade	Spy	Use disguise skill as a move action
Reconnoiter	Guide	Bonuses in a given type of terrain
Sagacious Guile	Spy, Knowledge (Local) 8 ranks	Use superior intellect to escape and confound opponents
Savant	Arcanist	Detect Magic at will. May use potion or scroll at Deductionist level.
Savvy Mystic	-	Bonus to Willpower saves; Gain a 0-level spell as a spell-like ability 3/day
Savvy Mystic, Greater	Savvy Arcanist, 6th Level	Force a spellcaster to re-roll a concentration check
Superior Acumen	Expedited Acumen, Knowledge (Dungeoneering) 8 ranks	
Tactful Senses	Historian	Grant an additional save against enchantments
Theological Scribe	Vicar	Gain Scribe Scroll as a bonus feat for Divine spells only
Two Steps Ahead	-	You gain bonus to AC, Sense Motive and Reflex
Unyielding Perception	10th level	See through disguises and illusions
Visceral Propensity	-	Grant allies bonuses in combat
Visceral Propensity, Greater	Visceral Propensity, 12th level	Increased flank area, bonus to teamwork feats.

* - See Deduction ability description

DEDUCTIONS

ANECDOTE

Prerequisites: None

“Chop chop, lads!”

Through a short quip or brief words, a deductionist lends his comrade the help and confidence they need to overcome the obstacles before them. As long as he has at least 1 point of reason available, he grants +4 on his Aid Another checks instead of the standard +2.

The deductionist may also spend 1 point of reason and use Aid Another as an immediate action.

AGILE DISPUTATION

Prerequisites: Distracting Tale, Knowledge (Nobility) 6 ranks

Bran confronted Sir Grefyn, who he now knew to be the infamous Butcher of Mormouth, “You have not been completely honest with us, Butcher! We have heard all we need to hear. Your secret is out; we know you were at Mormouth during the massacre!”

Sir Grefyn, his plan exposed, looked on in disbelief as Bran continued to account for the knight’s involvement at Mormouth. He ambled about for a moment, clearly dazed, before Bran’s companions subdued and restrained him.

Through his understanding of the law and noble society, the deductionist has the ability to follow the lines elite hierarchy, piecing together who ordered what and aligning those likely involved. With this information, the deductionist forces his opponents off-balance while they attempt to fol-

low these connections and leaps of logic. To use this ability, the deductionist makes an opposed Knowledge (Nobility) check against his opponent’s Sense Motive.

If the deductionist succeeds, he leaves his opponent *dazed* for 1 round. If his target is already *exploited* this duration increases to 1d4 rounds. For every 5 points by which he beats the opposed check, add an additional +1 round to the dazed condition. If he beats the DC by 15 or more, his opponent is instead stunned for 1d2 rounds.

While this ability stems from the deductionist’s interactions with the ruling elite, it is nevertheless suitable for use against other opponents as well. For those instances where an opponent literally has no ties to any organization, leader, forum or class structure, add a +5 circumstance bonus to their sense motive check.

This mind-affecting effect is language dependent and costs 1 point of reason. It has no effect on creatures with no intelligence score, constructs, elementals, oozes or undead. If the deductionist has deductions or feats that allow him to specifically target constructs, elementals, or undead (i.e. Exploit Undead, etc.) he may also apply *Agile Disputation* to that creature type as long as they have an intelligence score of at least 1.



ASCETIC FORTITUDE

Prerequisites: None

Haimi spent years of studying the nearly supernatural art of body control from the far off lands, giving her very impressive control over both her mind and body. Through meditation, focus, and unique breathing techniques, she could slow her heart rate to nearly nothing. She could remain unaffected by noxious fumes that would kill others. Her body was a temple; one that she revered and controlled.

As long as he possesses at least 1 point of reason, the deductionist gains a +2 to Fortitude saves and treats Climb, Swim and Survival as trained skills.

By spending 1 point of reason, he may hold his breath for up to 1 minute per point of Constitution or to stop a bleed effect.

He may not take this deduction if he has selected Danger Sense or Savvy Arcanist.

ASCETIC FORTITUDE, GREATER

Prerequisites: Ascetic Fortitude, 6th Level

With at least 1 point of reason remaining, the deductionist is treated as though under the constant effect of Endure Elements and needs not eat or drink more than once in a 24 hour period.

As an immediate action, he may spend 1 point of reason to gain Resist 5 against any one energy type (acid, cold, fire, electricity) until the start of his next turn. This resistance increases to 10 at 8th level and 15 at 16th level.

If he depletes his reason pool at any time, he grows ravenous with hunger and must eat and

drink four times as much as a normal member of his race would until he rests for 8 hours, recovering his reason pool.

ASPECTOLOGY

Prerequisites: Cosmologist discipline, 4th Level Deductionist

Denyba considered the symbols in front of her for a few moments. While she was certain she had seen them before, she could not quite place them. In time she might be able to recall their origins, but time was something she did not have.

Maybe Teletenithel will be able help jolt my memory, she thought.

"I need your aid, my friend." She said, sitting back and focusing on the small silvanshee.

A moment later, the fey cat was there, brushing against her leg.

What aid may I provide, she heard in her mind.

"These symbols," Denyba said, pointing, "why do they look so familiar?"

The deductionist has uncovered the means to seek assistance from minor planar beings. He gains the Improved Familiar feat even though he does not qualify for it. Treat his deductionist levels as wizard levels to determine the available type, any abilities or benefits.

Unlike a wizard, the deductionist's familiar is not always present and requires 1 points of reason to summon as a standard action. Once summoned, the familiar remains for one hour per point of INT modifier (minimum of 1 hour). While it is present, any time the familiar uses Aid Another to help the deductionist with a knowledge skill it

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possesses, it adds a +4 bonus to the check instead of the standard +2.

The familiar may be dismissed as a swift action. There is no limit to the number of times per day the familiar may be summoned, but each summons costs 1 point of reason. He may change the type of familiar summoned each time he gains a level.

The familiar is most useful as counsel and aid during investigations and grants a +2 bonus to Perception and Initiative while summoned. The deductionist does not gain any benefit from the following familiar abilities: share spells or deliver touch spells. However, he may take any feat dealing with summoning (such as augment summoning) or familiars and apply it to his familiar.

CLEVER BEAST

Prerequisites: Naturalist discipline

This deductionist is capable of being most charming to both man and beast. An animal being trained by the deductionist can learn 1 additional trick while in his service. The animal loses this trick if it is ever set free, sold, or stolen from the deductionist.

As long as the deductionist has at least 1 point of reason remaining any animal with the starting attitude of indifferent or better improves its Starting Attitude by one step with a successful Knowledge (Nature) check (See Diplomacy for the appropriate DC). The effects of this ability last for one hour per level of deductionist. A helpful animal cannot be commanded to fight, but may defend the deductionist at the discretion of the DM.

If the deductionist spends 1 point of reason, he can instead improve an animal's Starting Attitude by two steps.

This ability affects the animal creature type only. It has no effect on creatures with 0 intelligence or those with an intelligence of 3 or higher, nor does it have any effect on unfriendly or hostile animals.

CONFOUNDING TRUTHS

Prerequisites: None

Erebold took in the situation around him. Things appeared grim; the Squid men had him surrounded. Things, as they say, are not always as they appear, however.

"Give up, you say?" said Erebold to the ringleader of these goons, "I think not."

"Judging by the stance most of your men are taking they are more comfortable at sea than on land," he began. "Advantage, mine. It is dark out tonight with no moon and those ridiculous hoods are apt to obscure your vision even further in the gloom. Advantage mine..."

As he revealed the flaws among the group of hooligans before him, they stood transfixed. Many even lowered their weapons as they listened. All the while, Erebold inched closer and closer to the alleyway edge.

He laid bare their inadequacies for several minutes before finally adding, "...and I should thank you for considering these martial matters more thoroughly the next time you think to ambush someone. Good day."

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With that, he slipped around the corner - his last vision of the crew was of their leader, scratching his head in disbelief.

The deductionist confounds those around him with his knack for finding meaning in the smallest of details, astonishing all with his ability to draw out specifics from such vague tidbits.

As a full-round action he falls into monologue, detailing to others the elements of truth about the situation around him as he sees it, putting meaning to everything he sees. All opponents within a 30' radius must make a saving throw with a DC equal to $10 + 1/2$ the deductionist's level + his INT modifier. Those who fail are fascinated for as long as he continues to speak (up to a maximum number of rounds equal to his INT modifier) + 1d3 rounds after he stops speaking.

If this ability is used under dangerous circumstances (such as combat), his opponents gain a +5 circumstance bonus to their saving throw. If a fascinated creature is attacked or put in a dangerous situation following a failed saving throw, the effect immediately ends. An opponent who makes his saving throw may not be targeted by *Confounding Truths* again for 24 hours.

This mind-affecting effect is language dependent and costs 1 point of reason. It has no effect on creatures with no intelligence score, constructs, elementals, oozes or undead. If the deductionist has deductions or feats that allow him to specifically target constructs, elementals, or undead (i.e. *Exploit Undead*, etc.) he may also affect creatures of that type with *Confounding Truths* as long as the target has an intelligence score of at least 1.

CONTORTIONIST

Prerequisites: None

As long as the deductionist has at least 1 point of reason remaining, he can move through areas at least half his size with no penalty for squeezing. He may move through areas one-quarter his size and suffer the normal penalties for squeezing.

As a swift action the deductionist may spend 1 point of reason; until the start of his next turn, he gains an insight bonus of +10 to a single Escape Artist check or an Acrobatics checks to move through threatened squares. This bonus is lost while wearing medium or heavy armor.

DAMNING REVELATION

Prerequisites: *Expostulate*, 12th Level

The deductionist with this ability can connect clues and events into meaningful patterns so formidably he manipulates his opponents into revealing their plans and secrets. As a full round action, he speaks to a single target within 30 feet, laying out everything he has deduced from the situation or story up to this point.

The target must make a Will save (DC $10 + 1/2$ deductionist level + INT modifier). If his target is *exploited*, add +2 to the DC. If he fails, the target reveals all information related to the subject at hand. Treat the subject as Helpful with regard to his willingness to share information (see the *Diplomacy* skill).

If the target makes the saving throw, they are immune to *Damning Revelation* for 24 hours. This is a mind-affecting ability and is language dependent. Even if the target makes its saving throw, their attitude towards the deductionist is still improved one step on the *Diplomacy* "Start-

The Deductionist

ing Attitude” chart for the remainder of the encounter. If the deductionist or his allies attack or otherwise betray the target, their attitude will move or return to hostile.

This effect lasts for 1 minute per deductionist level. After the duration has expired, the target’s attitude returns to its original “Starting Attitude”, but improved by one step for the remainder of the encounter.

This deduction has no effect on constructs, undead, animals, oozes or creatures without an intelligence score. If the deductionist has deductions or feats that allow him to specifically target constructs, elementals, oozes, or undead (i.e. Exploit Undead, etc.) he may also apply *Damning Revelation* to that creature type, provided they have an intelligence score of at least 1. This ability costs 2 point of reason

DANGER SENSE

Prerequisites: None

Years of martial training have given the deductionist preternatural senses in dangerous situations. With this deduction, he is able to assess his situation in near slow motion and react at lightning speed.

As long as he has at least 1 point of reason available, he gains a +2 bonus to his reflex saves and treats Acrobatics, Escape Artist, and Fly as trained skills.

As an immediate action, he may also spend 1 point of reason to gain a +4 insight bonus to his armor class while being flanked.

He may not take this deduction if he has already selected Ascetic Fortitude or Savvy Arcanist.

DANGER SENSE, GREATER

Prerequisites: Danger Sense, 6th Level

As long as the deductionist has at least 1 points of reason remaining, he keeps his Dexterity bonus to AC while flat-footed and cannot be surprised.

As an immediate action, he may spend 1 point of Reason to gain Evasion until the start of his next turn.

DEADLY DEDUCTION

Prerequisites: 20th Level

The deductionist uses his unsurpassed intellect to lay low even the most powerful of enemies. Despite the best attempts of his enemies at concealing their plans, the deductionist sees through the web of deceit, digging down inexorably to the truth at hand. Once revealed, opponents reel in self-doubt, confusion and defeat.

This mind-affecting ability is the pinnacle of deductive reasoning. To be affected, the target must be able to see and hear the deductionist for 1 full round and be within 30 feet. The target receives a Will save (DC 10 + 1/2 deductionist level + Int modifier). Add +2 to the DC if the target is *exploited* by the deductionist. If the saving throw succeeds, the target is staggered for 1d4 rounds and is immune to further attempts with this deduction for 24 hours.

If an opponent fails his saving throw, the creature takes his current Hit Point total in nonlethal damage and is immediately incapacitated. Deadly Deduction is a full-round action, and is a mind-affecting death effect that relies on audible and visual components. The target must be able to understand the deductionist. It has no effect on constructs, elementals, oozes, undead, or crea-

The Deductionist

tures with no intelligence score. If the deductionist possesses deductions or feats that allow him to specifically target constructs, elementals, or undead (i.e. Exploit Undead, etc.) he may affect creatures of that type with *Deadly Deduction*, as long as the target has an intelligence score of at least 1. This costs 4 point of reason.

DISMANTLE

Prerequisites: Engineer discipline

As long as he has at least 1 point of reason remaining, the deductionist gains a +1 to hit against constructs.

When attempting to dismantle or destroy an object, the deductionist makes a Knowledge (Engineering) check as a move action against a DC of 15 + Object Hardness. If successful, he adds his INT modifier (minimum of 1) to damage in addition to any strength modifier, against a device or object. Using dismantle against an object does not provoke an attack of opportunity. Dismantle may not be used in conjunction with the sunder combat maneuver.

Using dismantle in this way costs 1 point of reason and lasts for 1 round per point of INT bonus (minimum of 1 round).



DISTRACTING TALE

Prerequisites: Seneschal discipline

Through his knowledge of law and noble lore, the deductionist spins a fantastic fable generally applying to the situation in which he presently finds himself.

When the deductionist begins his tale, he rolls an opposed Perform check against his opponent's Sense Motive. Creatures who are successful are immune to Distracting Tale for 24 hours. A failed check means the creature is distracted (see below) for as long as the deductionist continues his story, up to a maximum of 3 rounds + 1 round per point of INT modifier (minimum of 1 round). It is a standard action to start and maintain distracting tale each round. The severity of the distraction starts at -1. At 5th level, this increases to -2, -3 at 9th, -4 at 13th and -5 at 17th level.

By spending 1 point of reason, the distracted condition persists for 1 round per INT modifier (minimum of 1 round) after the deductionist ceases his performance.

This is a language dependent ability and has no effect on animals, constructs, elementals, oozes or creatures without an intelligence score. This is mind-affecting effect. If the deductionist possesses deductions or feats that allow him to specifically target constructs, elementals, or undead (i.e. Exploit Undead, etc.) he may affect creatures of that type with *Distracting Tale*, as long as the target has an intelligence score of at least 1. The deductionist must have at least 1 point of reason available in order to use this ability.

NEW CONDITION: DISTRACTED

Distracted: Something in the vicinity of this creature is distracting it from important matters at hand. It can still function in combat, but tasks requiring extra attention are hindered somewhat. A distracted creature takes -1 to its initiative, CMD and skill checks for as long as the distraction persists. This is a lesser form of confused.

DREADFUL TRUTHS

Prerequisites: Confounding Truths, 12th Level

By spending a full round action in thoughtful examination, the deductionist can deduce a frightening amount of information about his opponents. Upon a successful Knowledge check against the CMD of the highest CR opponent, he exposes the failings of his enemies with terrifying clarity. If this ability is being used in combat, add +5 to his opponent's CMD.

All opponents within a 30' radius who can understand the deductionist must make a Will save with a DC equal to 10 + ½ the deductionist's level + his INT modifier. If any of his opponents are *exploited* add +2 to the DC. If they fail, they are frightened for 1d4 + INT modifier rounds. If they make their saving throw, they are instead shaken for 1d4 rounds.

This ability is language-dependent and has no effect on constructs, undead, animals, oozes or creatures without an intelligence score. If the deductionist has deductions or feats that allow him to specifically target constructs, elementals, oozes, or undead (i.e. Exploit Undead, etc.) he may also apply *Dreadful Truths* to that creature type, as long as the target has an intelligence score of at least 1. This ability can be used no more than once every 24 hours on the same target(s) and costs 3 points of reason.

EXPEDITED ACUMEN

Prerequisites: Spelunker discipline

Yervan was particularly agile and fast for his size. The young man had always enjoyed team events at university and was always eager to be a part of any organized play. After finishing his studies and moving away from home, his abilities and prowess on the field translated well into the life of an adventurer. He was swift enough to avoid many dungeon dangers while providing support to his less agile companions. While it was not the life his father had envisioned for him, Yervan was happy and quite at home among the perils of the dungeon.

As long as he has at least 1 point of reason remaining, the deductionist gains a +10' bonus to his movement speed.

By spending 1 point of reason, he may increase this bonus to +30' movement speed for 1 round per INT modifier (minimum of 1).

EXPLOIT CONSTRUCT

Prerequisite: Dismantle, Knowledge (Engineering) 8 ranks

The deductionist's engineering skills have grown to the point he is able to determine not only how things were likely assembled, but also precisely how they function and will behave in combat.

As long as he has at least 1 point of reason remaining, the deductionist gains a +2 circumstance bonus to his CMD and a +4 dodge bonus to AC against any *exploited* construct (see Exploit Weakness).

The Deductionist

Special: The deductionist also gains the ability to affect creatures constructs with the following deductions to which they are normally immune: *Agile Disputation*, *Confounding Truths*, *Damning Revelation*, *Deadly Deduction*, *Distracting Tale*, *Dreadful Truths*, *Expostulate* and *Sagacious Guile*

Any time the deductionist becomes flat-footed or loses his dexterity bonus, he also loses these bonuses.

EXPLOIT ELEMENTAL

Prerequisite: Aspectology, Knowledge (Planes) 8 ranks

This deductionist is now considered an expert in the field of planar studies, and knows virtually everything there is available to know about elementals and other planar beings.

As long as he has at least 1 point of reason remaining, the deductionist may choose an energy type as a free action. Against an *exploited* (see *Exploit Weakness*) creature with that elemental subtype, he gains Energy (type chosen) Resist 10 and a +4 dodge bonus to his AC.

Special: The deductionist also gains the ability to affect creatures of the elemental subtype with the following deductions to which they are normally immune: *Agile Disputation*, *Confounding Truths*, *Damning Revelation*, *Deadly Deduction*, *Distracting Tale*, *Dreadful Truths*, *Expostulate* and *Sagacious Guile*

Any time the deductionist becomes flat-footed or loses his dexterity bonus, he also loses the dodge bonus, but not the energy resistance.

EXPLOIT UNDEAD

Prerequisite: Theological Scribe, Knowledge (Religion) 8 ranks

This deductionist has studied the anatomy and biology of a multitude of creatures and body types. He has perhaps even published a book or thesis on the matter. His knowledge is extensive and it affords him a substantial advantage in combat against the undead.

As long as he has at least 1 point of reason remaining, the deductionist's improvised attacks against an *exploited* (see *Exploit Weakness*) undead target are considered blunt, piercing, and slashing for purposes of overcoming DR and he gains a +4 dodge bonus to AC against it.

Special: The deductionist also gains the ability to affect undead with the following deductions to which they are normally immune: *Agile Disputation*, *Confounding Truths*, *Damning Revelation*, *Deadly Deduction*, *Distracting Tale*, *Dreadful Truths*, *Expostulate* and *Sagacious Guile*

Any time the deductionist becomes flat-footed or loses his dexterity bonus, he also loses the dodge bonus.

EXPOSTULATE

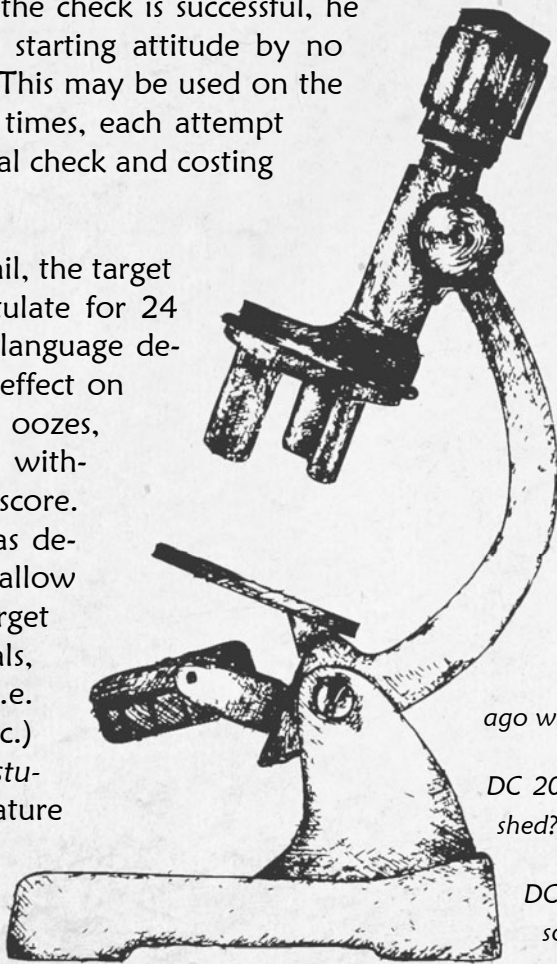
Prerequisites: None

The deductionist is not only a brilliant investigator, but also incredibly insightful. As long as he has 1 point of reason remaining, a deductionist with this talent can influence up to three steps on the Starting Attitude chart under the Diplomacy skill and adds his INT bonus (if positive) to these checks.

The Deductionist

By spending 1 point of reason, he can use Diplomacy as a full round action to influence the attitude of a target, rather than taking 1 full minute of interaction. If the check is successful, he improves his target's starting attitude by no more than one step. This may be used on the same target multiple times, each attempt requiring an additional check and costing 1 point of reason.

If any of the checks fail, the target is immune to Expostulate for 24 hours. This ability is language dependent and has no effect on animals, constructs, oozes, undead, or creatures without an intelligence score. If the deductionist has deductions or feats that allow him to specifically target constructs, elementals, oozes, or undead (i.e. Exploit Undead, etc.) he may also use *Expostulate* against that creature type, as long as the target has an intelligence score of at least 1.



pieces together very useful information such as what type of poison might have been used, what type of weapons were involved, a rough idea of how events or encounters happened, or perhaps even who or what was involved, etc.

The deductionist makes a Perception check against a base DC (see chart below) + the CR of the creature who left the clues. The check is cumulative; for example if he rolls a 25 + CR on his check, he gains the information from that roll and everything before it. Using this ability costs 1 point of reason.

DC 10 What is the nature of the substance (what creature type, poison, alchemical item, etc)?

DC 15 How old is a substance / How long ago was it placed there or used?

DC 20 How was the substance or debris applied or shed? What type of weapon/device was used?

DC 25 Who or what was the specific creature / person / object that this came from?

FORENSICS

Prerequisites: 4th Level

This deductionist envisions how events occurred in an area in which he is investigating. He can use an appropriate knowledge skill to determine a wealth of information from forensic evidence left at the scene of a crime. He gains the ability to extrapolate events from debris, tracks, blood, and other evidence left behind. From the information available (as determined by the DM), he

LEGERDEMAIN

Prerequisites: Savant, Knowledge (Arcana) 8 ranks

The deductionist gains the benefit of the Quick Draw feat for use with scrolls only.

As long as he has at least 1 point of reason remaining, he also gains a +4 insight bonus to Sleight of Hands checks to conceal objects of scroll-size or smaller and may cast *Prestidigitation* as a spell-like ability three times per day.

The Deductionist

By spending 1 point of reason and making a sleight of hand check, he may cast a spell from a scroll without being noticed. The spell must have a casting time of 1 standard action or less. Spells that originate from the caster still noticeably come from the deductionist. A Use Magic Device check is still required to properly use the scroll.

INDUBITABLE THEORY

Prerequisites: Historian discipline

As long as he has at least 1 point of reason remaining, the deductionist gains +1 to all saving throws.

With a successful Knowledge (History) check with a DC of 10 + double the CR (CR*2) of the encounter, the deductionist forms a theory about a particular creature, trap or encounter type. If his theory is correct (based upon the success of the knowledge check), he knows what to expect during the encounter and, as a result, gains an insight bonus to one saving throw of his choice. This bonus is equal to the Max Bonus listed on the deductionist class chart.

This bonus stacks with the existing +1 bonus already granted by this ability. This bonus lasts for the duration of the encounter and costs 1 point of reason.

MASTERFUL DRAGOMAN

Prerequisites: Guide discipline

The deductionist grants an insight bonus to diplomacy and sense motive checks to all allies within 30' equal to his Guide discipline bonus while he speaks in a creature's native tongue.

With a successful knowledge check appropriate to the creature type, he may spend 1 point of Reason in order to piece together enough information to communicate with a creature in a language he does not know for 1 minute per class level. The DC for this check is 10 + double the CR (CR*2) of the creature targeted.

Anyone benefiting from these bonuses must already be under the effects of his Guide discipline ability and within the terrain type for which they are receiving this bonus.

MEPHITIC ALCHEMIST

Prerequisites: Naturalist discipline, Knowledge (Nature) 8 ranks

Building upon the knowledge and expertise he has gained in the art of alchemy, the deductionist has devised new and clever ways to use alchemical items.

As long as the deductionist has at least 1 point of reason remaining, he gains any bonuses from feats or special abilities when using mundane alchemical items as though they were improvised weapons.

By spending 1 point of reason, the deductionist may choose to add lethal or non-lethal damage equal to his INT modifier to alchemical items that normally deal no damage (i.e. tanglefoot bag or thunderstone).

In all cases, the bonus to damage only applies to the target hit. It does not apply to splash or area of effect damage.

PRETENTIOUS MASQUERADE

Prerequisites: Spy discipline

As long as he retains at least 1 point of reason, he may don a disguise as a move action, albeit at a -5 penalty. This has no effect on people who witness him putting on the disguise.

At 8th level, the deductionist may spend 1 point of reason and instead treats his disguises as if he had cast *Alter Self* spell with his deductionist levels treated as caster levels. Using the deduction in this manner lasts for 1 minute per deductionist level.

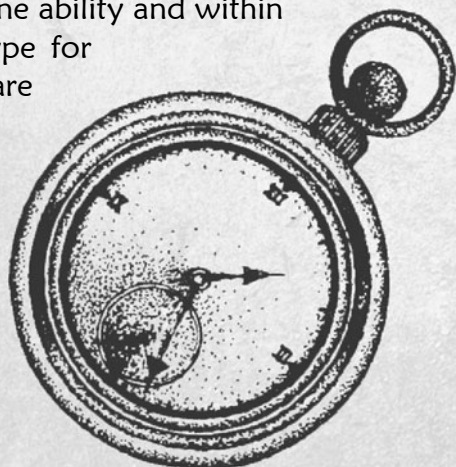
RECONNOITER

Prerequisites: Guide discipline

As long as the deductionist has at least 1 point of reason remaining, he gains an insight bonus to his initiative equal to the bonus granted by his Guide discipline ability.

As an immediate action, he may spend 1 point of reason to grant all allies within 30' an insight bonus to their initiative equal to the bonus granted by his Guide discipline ability.

Anyone benefiting from these bonuses must already be under the effects of his Guide discipline ability and within the terrain type for which they are receiving this bonus.



SAGACIOUS GUILLE

Prerequisites: Spy discipline, Knowledge (Local) 8 ranks

Though weapons are the most common tools in combat, one should never discount guile and subterfuge. As long as the deductionist has at least 1 point of reason remaining, as a move action he may move up to his speed away from a threatening opponent without provoking an attack of opportunity. To use this ability, the deductionist must first succeed at a Knowledge (Local) check with a DC equal to the CMD of his opponent.

As a swift action, the deductionist may spend 1 point of reason to confound a threatening opponent so thoroughly as to leave them flat-footed. The deductionist makes a Bluff check with a DC equal to his opponent's CMD. If the check is successful, this ability does not provoke an attack of opportunity and his opponent is considered flat-footed to all allies already within 10' of the opponent until the start of the deductionist's next turn. If the check fails, his opponent is unaffected and gets an immediate attack of opportunity against the deductionist.

This ability is language dependent and has no effect on animals, constructs, oozes, or creatures without an intelligence score. If the deductionist has deductions or feats that allow him to specifically target constructs, elementals, oozes, or undead (i.e. Exploit Undead, etc.) he may also use *Sagacious Guile* against that creature type, as long as the target has an intelligence score of at least 1.

The Deductionist

SAVANT

Prerequisites: Arcanist discipline

As long as he has at least 1 point of reason, the deductionist gains the spell-like ability to Detect Magic at will with his caster level equal to his deductionist's level.

Additionally, he may spend 1 point of reason to treat his deductionist level as the caster level when using a potion or scroll.

SAVVY MYSTIC

Prerequisites: None

Through his studies, the deductionist has picked up a significant amount of knowledge in the arcane arts. With this knowledge, the deductionist gains a +2 bonus to his Willpower saves. He also knows one 0-level spell from the Bard or Wizard/Sorcerer spell list; he may cast this as a Spell-Like Ability 3 times per day, treating his deductionist levels as his caster level. This deduction may not be taken if he has selected Aesthetic Fortitude or Danger Sense.

SAVVY MYSTIC, GREATER

Prerequisites: Savvy Mystic, 6th Level

While this deductionist may never be a powerful spellcaster in his own right, he has studied it in theory and his understanding of the processes that go into magic is of a level even some wizards will never obtain. He understands precisely the amount of effort and concentration that goes into casting or maintaining spells, and has spent much time uncovering the best ways to counter them.

As an immediate action, he makes an *Exploit Weakness* check against a spellcaster he is threatening. If he succeeds, he may force the spellcaster to roll his concentration check twice, taking the lower of the two results. The deductionist must have at least 1 point of reason remaining to use this ability.

By spending 1 point of reason, the deductionist becomes so distracting, he can force a spellcaster within 30' to roll a single concentration check and need not threaten them. This is an immediate action and increases the DC by +5.

In either case, if the check fails, he may not target the same spellcaster again for 24 hours. Using this ability counts as a standard use of *Exploit Weakness* and will not stack. If the deductionist uses this ability against a spellcaster already affected by *Exploit Weakness*, the original effect immediately ends.

SUPERIOR ACUMEN

Prerequisites: Expedited Acumen, Knowledge (Dungeoneering) 8 ranks

With at least 1 point of reason remaining, the deductionist grants a single ally within 10' access to one of his teamwork feats. The ally does not need to meet the prerequisites for this feat and retains it for as long as the deductionist is within 10' of him.

The deductionist knows the value of working as a team and now works with this adventuring party much as he did when training in the field. As a move action, he may spend 1 point of Reason per ally within 30' granting them the benefits of any single teamwork feat he possesses for 1 round per deductionist class level. He is not required to grant all allies this bonus teamwork

The Deductionist

feat. If he uses this deduction again to grant a different teamwork feat, the original effect immediately ends.

TACTFUL SENSES

Prerequisites: Historian discipline

The deductionist gains an automatic Sense Motive check if he comes within 10' of an individual under the effect of a charm or enchantment. If he detects a charm or enchantment on his target, he may spend 1 point of Reason to grant the subject of the enchantment an immediate second save against the effect.

THEOLOGICAL SCRIBE

Prerequisites: Vicar discipline

A deductionist with this ability gains the Scribe Scroll item creation feat as a bonus feat. He uses Knowledge (Religion) to research and replicate the spell for the scroll being created. The base DC for his research is 15 + spell level + required caster level. For example, a 1st level spell cast as a 1st level caster has a DC of 17. The DC for a fireball would be 23 for the 5th level caster minimum for a 3rd level spell.

The deductionist may attempt to scribe any spell from the Cleric/Oracle or Druid spell list, but the maximum spell level he may duplicate is equal to his Intelligence modifier, up to a maximum of 6th level. Treat the deductionist's class level as the caster level of the scroll with a maximum CL equal to his Int modifier. He also gains a +4 bonus to Use Magic Device when attempting to use a scroll he has created.

TWO STEPS AHEAD

Prerequisites: None

Through the power of observation the deductionist has gained a knack for spotting even the smallest of flaws and idiosyncrasies in his opponent's fighting style. Armed with this knowledge, he often knows what his opponent is going to do before they do.

As an immediate action he attempts a knowledge check against the CMD of his target, appropriate to the creature type.

If this check is successful, he no longer provokes attacks of opportunity from this opponent, and gains an +1 insight bonus to his AC for 1 round per deductionist level (minimum of 1). If his target is *exploited* add an additional +1 to this insight AC bonus. This bonus increases to +2 at 5th, +3 at 9th, +4 at 13th and +5 at 17th level and may only be applied to one opponent at a time.

If the deductionist switches targets, the first effect immediately ends. A deductionist may use this ability against an opponent multiple times, but each subsequent use grants his opponent a +2 to their CMD against this check.

UNYIELDING PERCEPTION

Prerequisites: 10th level

Whether through superior perspicacity or a plethora of experience, the deductionist has a knack for seeing through the magical veils of illusion. He sees things as they actually are, not just as they may appear.

As long as he has at least 1 point of reason remaining and is within 10' he automatically gets a save to disbelieve illusion magic or a percep-

The Deductionist

tion check to recognize a disguise, whether he is looking for such things or not. Additionally, he gains a +2 insight bonus to sense motive checks and saving throws against spells of the Illusion school.

If he succeeds at his save, he may also suppress the effects of an illusion. Using Unyielding Perception in this way costs 2 points of reason and requires a Knowledge (Arcana) check equal to 10 + the original saving throw of the spell. If successful, the illusion is effectively dispelled, as per dispel magic, for 1 round per point of the deductionist's INT modifier. At the end of this time, the illusion returns as if nothing has happened. The duration of the illusion spell still continues while suppressed.

VISCERAL PROPENSITY

Prerequisites: None

A deductionist with this ability knows the general traits and physiology of humanoids, animals, creatures and other beings through extensive studies. As a standard action with this knowledge, he grants his allies an impressive advantage in combat situations. Succeeding in the appropriate knowledge check (see Knowledge Skill Associations above), he verbally imparts information to all allies within 30 feet, granting them a +1 insight bonus to attack and damage rolls made against the specified creature type for 1 round per deductionist level. The DC for this check is 10 + double the CR (CR*2) of the creature(s) targeted.

The deductionist does not receive this bonus, however if one of the targets of this ability is also *exploited* his improvised attacks are considered to have the Bane property against that opponent.

This scales normally by with the Max Bonus per level (i.e. +2 at 5th, +3 at 9th, etc. – see class chart) and each use costs 1 point of reason. It affects all opponents of one creature type per use, but may be used multiple times in an encounter, each against an additional creature type.

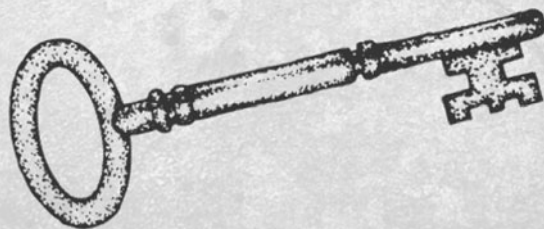
VISCERAL PROPENSITY, GREATER

Prerequisites: Visceral Propensity, 12th level

As a move action, the deductionist chooses a single ally and an opponent already affected by his Visceral Propensity ability. When both he and his designated ally are attacking this opponent, the deductionist is considered flanking from any square in which he threatens this opponent. He must have at least 1 point of reason in order for this bonus to take effect and may switch designated allies as a move action.

Additionally, due to the increased martial prowess associated with this ability, if both he and his designated ally are already benefiting from teamwork feats, they add an additional +1 insight bonus to the specific bonus or damage being granted (ex: Back to Back would grant a +3 total bonus to AC against flanking opponents). If there is no numerical bonus granted by the feat, this bonus has no effect.

As an immediate action he may choose to spend 1 point of reason to gain an Attack of Opportunity against this opponent when his designated ally makes a successful hit.



NPC DEDUCTIONIST

Bran Belor, Investigator CR 4

XP 1,200

Male human deductionist 5

LN Medium humanoid

Init +2; **Senses** Perception +11 (+13 subtle clues)

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, Leather armor)

hp 43 (5d8+5)

Fort +2, **Ref** +3, **Will** +3

OFFENSE

Speed 30 ft.

Melee Improvised Weapons +9 (d3+5), Sap +4 (d4+1), Silver dagger +4 (d4/19-20), hand crossbow +5 (d4/19-20 x2), Walking Stick +4 (d4/x2)

Special Attack Abilities: Exploit Weakness (+4 to hit / +2 dmg), Visceral Propensity +2/+2, Baiting Attack (feat)

TACTICS

Bran Belor is hardly a front-line combatant. While he took pugilism in school and is handy with a quarterstaff as well, he is rarely found with a weapon on his person and despises the idea of fighting for the sake of fighting. He will begin any combat situation by sizing up his opponents(s) through Visceral Propensity and passing that information on to his comrades. If successful, he will then move into a support position with his hand crossbow. In the second round of combat, he begins using his exploit weakness ability on what he deduces to be the most onerous opponent and immediately attacks that opponent from range, dealing weapon damage plus his exploit weakness bonus damage.

If engaged in melee combat, Bran resorts to improvised weapons until such time as he can extricate himself to a more tenable position. Should he find himself unable to escape melee combat, he will use *baiting attack* to slow or blind his opponent, allowing him to then move away.

STATISTICS

Str 12, **Dex** 14, **Con** 13, **Int** 19, **Wis** 8, **Cha** 10

Base Atk +3; **CMB** +4; **CMD** 16

Feats: Baiting Attack, Canny Improvisation, Catch Off-Guard, Combat Expertise, Weapon Focus* (Improvised Weapons)

Skills Appraise +8, Bluff +2, Craft, Alchemy +12, Diplomacy +2, Disable Device +10, Knowledge (Arcana) +12, Knowledge (Dungeoneering) +9, Knowledge (Engineering) +9, Knowledge (Geography) +8, Knowledge (History) +8, Knowledge (Local) +12, Knowledge (Nature) +10, Knowledge (Nobility) +8, Knowledge (Planes) +8, Knowledge, Religion +14 (+15 vs. Undead), Linguistics +12, Perception +11 (+13, Subtle Clues), Profession, Barrister +5, Sense Motive +6 (+8, Subtle Clues), Sleight of Hand +9, Spellcraft (Knowledge, Arcana) +13, Stealth +10, Use Magic Device (Knowledge, Arcana) +13 (+17 for Scrolls)

Languages Auran, Celestial, **Common**, Draconic, Dwarven, Goblin, Infernal, Orc, Shadow-tongue, Sylvan, Elven

Traits Rich Parents, Teacher's Pet (Religion), Auspicious Tattoo (Bonus Trait; Traveled Scholar)

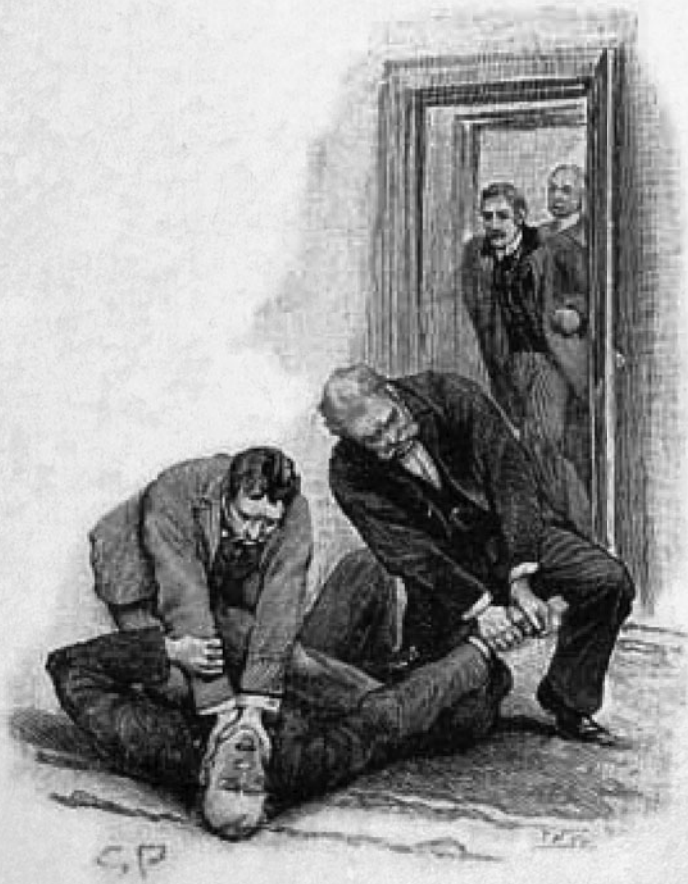
SQ Classical Education, Deductions (Visceral Propensity, Two Steps Ahead), Formidable Ally (Back to Back), Mystic Discipline, Improvised Combat (Weapon Focus [Improvised Weapons]), Subtle Clues, Traveled Scholar (Auspicious Tattoo)

Gear leather armor, sap, hand crossbow, 24 quarrels, backpack, 50' silk rope, *efficient quiver*, sunrods (6), *scroll of bear's endurance* (3), *scroll of shillelagh* (3), tindertwigs (2), 124gp

The Deductionist

DESCRIPTION

Bran is a human male in his mid-twenties. He is of average height and weight, really not standing out in any way until he speaks. At which point he is very hard to forget, for those with the intellect to follow his complex reasoning skills. Bran dresses modestly, typically with black or brown riding boots, matching leather pants, and a cotton top. Over this, he is almost always found in his brown leather three-quarter length overcoat; while outside of town, he might also be found carrying a walking stick for use with the *shillelagh* scroll.



FAVORED CLASS BONUSES

Race	Bonus
Aasimar	+1/3 to Knowledge (Religion)
Catfolk	+1/4 to AC for Two Steps Ahead
Dhampir	+1/2 Subtle Clues against Undead
Drow	+1/6 to Formidable Ally bonus feat
Dwarf	+1/4 skill bonus to Knowledge (Engineering)
Fetchling	+1/6 point damage to Exploit Weakness
Goblin	+1/4 point of fire damage when using Exploit Weakness
Gnome	+1/4 on CL with Savant
Half-Elf	+1/6 to Anecdote
Halfling	+1/4 bonus to Knowledge (Geography)
Hobgoblin	+1/6 on Visceral Propensity
Human	+1/3 point of Reason
Kobold	Choose one energy type: acid, cold, electricity, or fire damage. Deal +1/3 energy damage with exploit weakness of the same energy type.
Ratfolk	+1/3 to Initiative as long as you have at least 1 point of reason remaining
Tengu	+1/4 to Perception and Linguistics
Tiefling	+1/6 Additional Eccentric trait

TABLE: DEDUCTIONIST FEATS

Feat	Prerequisite	Description
Adroit Scribe	Ability to scribe scrolls	Gain +2 to Knowledge (Arcana) or Knowledge (Religion) check for researching one particular school of magic.
Baiting Attack	Exploit Weakness class feature	Use exploit weakness to apply combat condition instead of damage bonus.
Bloodhound	Formidable Proof class feature, Shadowed Avenger 6th	Reduce time following clues and add full deductionist level to Formidable Proof check.
Burned into the Mind	Knowledge Focus Feat, Indexed Knowledge class feature	Choose one knowledge skill. Deductionist commits that almost entirely to memory. No longer requires his tome for use of this skill with indexed knowledge.
Canny Improvisation	Improvised Combat class feature, Catch Off-Guard, Int 14	When using an improvised weapon, the deductionist adds his INT modifier instead of STR to hit and to damage.
Elder Vicar	Exploit Undead deduction, Deductionist 12th Level	Immune to undead fear; grants allies bonuses to undead mind-affects. May spend Reason to treat weapons as if affected by ghost touch against exploited undead
Extra Reasoning	Reason class feature	Gain +2 reason.
Holy/Profane Exploit	Exploit Weakness class feature, Deductionist 5th level	Treat Exploit Weakness attacks as good/evil; based upon alignment.
Knowledge Focus	Deductionist 4th level	Spend 1 point of reason to gain an +10 to insight bonus for one Knowledge skill.
Master Elementologist	Exploit Elemental deduction, Deductionist 12th level	Gain elemental bane against exploited elementals
Master Engineer	Exploit Construct deduction, Deductionist 12th level	Attacks are treated as adamantine against exploited constructs. +4 CMD and +2 Dodge AC bonus against constructs
Multi-Discipline	Deductionist 7th level	Choose one additional Discipline. Cannot choose opposing discipline.
Professor	Discipline class feature	Choose one area of Knowledge; treat this knowledge skill as if it were also a profession.
Ray Exploit	Arcanist discipline, Int 16, Deductionist 8th level	May apply exploit weakness when using a scroll or wand to cast a ray spell.
Signature Weapon Style	Signature Weapon class feature, BAB +4	Gain quick draw with this weapon only and receive +2 to CMD against Sunder and Disarm.
Smarmy	Exploit Weakness class feature	Use exploit weakness to reduce target's Armor Class instead of applying a damage bonus.
Unfailing Focus	Deduction class feature	Reduce damage by 1/2 when determining the deduction DC when hit in combat.

DEDUCTIONIST FEATS

Adroit Scribe

Some schools of magic come easier to mind than others.

Prerequisites: Ability to scribe scrolls

Benefit: Choose a school of magic. When researching and scribing scrolls from this school, the scribe gains a +2 bonus to the check and is treated as +1 caster level when using scrolls from this school.

Baiting Attack

You take advantage of your opponent's weakness, leaving them befuddled.

Prerequisites: Exploit Weakness class feature

Benefit: Against an *exploited* target the deductionist may apply one of the following combat conditions instead of receiving a bonus to his CMB: blinded, dazzled, deafened, entangled, shaken, or sickened.

His opponent is affected by this condition for 1 round per +2 points of CMB bonus the deductionist would normally receive from Exploit Weakness (minimum of 1 round). Only one condition may be applied to an individual at any one time. After the first successful Baiting Attack, each additional use of this ability on the same target adds +2 to the Exploit Weakness DC.

His opponent can remove this condition normally by spending a standard action that provokes attacks of opportunity. Baiting Attack counts as Exploit Weakness when determining duration, feats, or deductions.

Bloodhound

No one escapes your pursuit once you have the scent.

Prerequisites: Shadowed Avenger archetype

Benefit: The deductionist is renowned far and wide for his ability to sniff out the perpetrator of a crime. He now adds his full Shadowed Avenger level to his *Formidable Proof* class ability in urban environments. In any wilderness environment, he adds ½ his Shadowed Avenger level.

Burned into the Mind

You know almost everything there is to know in your field of expertise

Prerequisites: Indexed Knowledge class feature, Knowledge Focus

Benefit: For this deductionist, his focused knowledge area has been so intensely studied, that he no longer requires the use of his tome for indexed knowledge. He chooses one knowledge skill, and for that skill he no longer requires his tome to be present when using the *Indexed Knowledge* class feature for that skill. This feat may be taken multiple times; each instance affecting a different knowledge skill.

Canny Improvisation

You let the clumsy mouth-breathers waste their time swinging swords. A perfectly timed thump to the back of the head will generally do the trick.

Prerequisites: Improvised Combat class ability, Catch Off-Guard, INT 14

Benefit: You use your INT modifier instead of STR as a bonus to hit and to damage when using improvised weapons.

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Special: Normally improvised weapons use STR as a bonus to hit and damage.

Elder Vicar

The secrets of the Church have been laid bare. The undead hold few secrets for you.

Prerequisites: Exploit Undead deduction, Improvised Combat class feature, 12th level

Benefit: Against an *exploited* (see Exploit Weakness) undead target, the elder vicar is immune to fear. As long as he is able to communicate with them as a free action, both he and allies within 30 feet also gain a +4 insight bonus on saving throws against mind-affecting effects from an *exploited* undead target.

He may also now spend 1 point of reason his improvised weapons also count as Ghost Touch for purposes of affecting *exploited* incorporeal undead.

Extra Reason

Prerequisite: Reason class feature

Benefit: The deductionist gains +2 points of Reason. This feat may be taken multiple times.

Holy/Profane Exploit

Prerequisite: Exploit Weakness class feature, 5th level Deductionist

Benefit: Against exploited creatures of an opposing alignment, the deductionist's attacks are considered good/evil (based upon the deductionist's alignment) for purposes of overcoming damage resistance.

At 8th level, as a free action, the deductionist may spend 1 point of reason to make his attacks holy/unholy for as long as his target is exploited. If exploit weakness ends, so does this effect.

Knowledge Focus

You are particularly astute in one particular field of study.

Prerequisites: Discipline class feature

Benefit: The deductionist chooses one knowledge skill that is not an opposing discipline skill. He gains a +2 bonus to all checks involving one selected Knowledge skill. More importantly, he may choose to spend 1 point of reason and increase the bonus to +10 for a single check. This feat may be taken multiple times, each time affecting a different skill.

Master Elementologist

Earth, Fire, Air and Water are the elements to which you are most accustomed. You have spent a lifetime studying the elemental planes providing you an insight into the strengths, and more importantly the weaknesses, of those who reside there.

Prerequisites: Exploit Elemental deduction, Improvised Combat class feature, 12th Level

Benefit: Improvised weapons the deductionist uses against an *exploited* target with the elemental subtype are considered to have Elemental Bane.

Master Engineer

Your curiosity of the mechanical realm is insatiable. You see components, not the whole machine; you can almost instantly detect flaws or suggest improvements to any device or construct.

Prerequisites: Exploit Construct deduction, Improvised Combat class feature, 12th level

Benefit: The master engineer gains an additional +2 to CMD and dodge AC against constructs and improvised weapons are treated as adamantite for purposes of bypassing an *exploited* construct's damage resistance.

Multi-Disciplined

Prerequisite: 7th level Deductionist

Benefit: The deductionist gains the benefits of a second discipline. He may choose any discipline that does not directly oppose his starting discipline. A deductionist may only take this feat once.

Professor

Many are the number of deductionists who have turned away from a life of investigation and adventure. For those, the more reasonable path in life was that of teaching, not necessarily doing.

Prerequisites: Discipline class feature

Benefit: A deductionist who takes this feat may treat his discipline Knowledge skill as though it were a profession. Additionally, a single check represents a single day of work - although the deductionist may do nothing else in any given day in which he is lecturing or teaching.

Ray Exploit

You know how to use magical rays expertly in a given situation.

Prerequisites: Arcanist discipline, Int 16, Deductionist 8th level

Benefit: When using a scroll or a wand with the ray effect, the deductionist may use his exploit weakness ability in conjunction with this spell. This feat does not apply to any splash damage. This feat has no effect on spells that do no damage.

Signature Weapon Style

You have made your weapon style your own.

Prerequisites: Signature Weapon class feature, BAB +4

Benefit: A deductionist with this feat treats his signature weapon as though he had the *Quick Draw* feat. He also gains a +2 bonus to his CMD against disarm and sunder attempts when he has his signature weapon in hand.

Smarmy

You use your wits, taunting actions and sharp tongue to fluster your opponents into a misstep.

Prerequisites: Exploit Weakness class feature

Benefits: Against an exploited target, the deductionist may reduce their armor class (AC) instead of gaining a bonus to his CMB. His opponent's Armor class is reduced by 1 for every +2 points of CMB circumstance bonus the deductionist would normally receive from exploit weakness (minimum of 1). The target must be able to understand the deductionist in order for

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this feat to function and has no effect on constructs, elementals, oozes, undead, or creatures without an intelligence score. Smarmy counts as Exploit Weakness for duration, feats, or deductions.

If the deductionist possesses additional deductions which allow him to exploit certain subtypes (such as exploit construct, etc.), he may also use smarmy against that same subtype with this feat. No matter the case, the creature must have an intelligence score of at least 1.

Unfailing Focus

While you may never be completely comfortable in the throes of combat, you have, nevertheless, come to terms with its necessity, and have trained accordingly.

Prerequisites: Deduction class feature

With this feat, the deductionist reduces damage received by $\frac{1}{2}$ for purposes of determining the DC of the knowledge check if hit in combat while performing a deduction. This is usually as a result of an attack of opportunity.

Special: Usually being hit in combat increases the base DC to 10 + HP damage taken + CR of encounter or creature.

DEDUCTIONIST EQUIPMENT

Item Name	Description	Cost
Aerification Tube	Triplies time character can hold breath 1/day	750 gp
Cloak of the Investigator	Ignore the visual penalties of fog and mist. Gaseous Form 1/day	27,000 gp
Deduction Lens	+2 to the deductionist's <i>Subtle Clues</i> ability	1,600 gp
Forensic Powder	+4 alchemical bonus to Perception test	100 gp
Luminiferous Memory Transanimator, Lesser	Records a single image of events in a 30' radius. Can then display the image for later use.	350 gp
Luminiferous Memory Transanimator	As per the <i>lesser</i> version, but records segments of time and replays them with sight and sound.	34,698 gp
Luminiferous Memory Transanimator, Greater	As per the <i>standard</i> version, but records and replays sight, sound, touch and smell as well as temperature.	134,400 gp
Syringe of Empowering	Potions applied through this syringe are Empowered as per the metamagic feat.	200 gp
Syringe of Enlarging	Potions applied through this syringe are Enlarged as per the metamagic feat.	100 gp
Syringe of Extending	Potions applied through this syringe are Extended as per the metamagic feat.	100 gp
Syringe of Maximizing	Potions applied through this syringe are Maximized as per the metamagic feat	300 gp
Syringe of Heightening	Potions applied through this syringe are Heightened as per the metamagic feat.	100gp
Tome of Aliases	This book captures and contains blood, hair and skin samples of various individuals, allowing the owner to disguise himself	50,796 gp

ITEM DESCRIPTIONS

AERIFICATION TUBE

Aura faint transmutation; **CL** 5th; **Weight** 0.25 lb.

Slot none; **Price** 750 gp

DESCRIPTION

Images of sea creatures filigree this small cylinder of driftwood. On one long side, it has what appears to be a mouthpiece of some sort. As a standard action, the owner of the device can bite down on this mouthpiece thereby granting him the ability to hold his breathe 8 rounds per point of constitution. This item depletes itself after one use.

Using his device as protection against gaseous spells or poisonous gas affords the character a +2 to the saving throw against the effect.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *water breathing*; Cost: 375 gp

CLOAK OF THE INVESTIGATOR

Aura faint transmutation; **CL** 5th; **Weight** 1 lb.

Slot shoulders; **Price**: 27,000 gp

DESCRIPTION

This great gray cloak falls over the shoulders of the wearer, its heavy wool fabric seeming to slightly shift and move as you watch.

This heavy wool cloak provides the wearer with the ability to see through fog, mist, and clouds, without penalty, ignoring any cover or concealment bonuses from such effects. If the effect is created by magic, the cloak instead triples the

distance you can see without penalty. Additionally, once per day the wearer can turn to vaporous gas (as per *Gaseous Form*) for up to 10 rounds. The wearer may choose to not use the entire duration, but the cloak only functions in this manner once per day.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *darkvision*, *gaseous form*; Cost 13,500 gp

DEDUCTIONIST'S LENS

Aura faint transmutation; **CL** 1st; **Weight** 0.25 lb.

Slot none; **Price** 1,600 gp

DESCRIPTION

This single lens, with dragonbone handle, works as a very well made magnifying glass. In the hands of a deductionist with the *Subtle Clues* deduction, this lens grants a +2 enhancement bonus to his Perception and Sense Motive checks.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *aspect of the falcon*; Cost: 800 gp

FORENSIC POWDER (Alchemical Item)

This substance is used by investigators everywhere due to its ability to reveal things otherwise hidden to the naked eye. Harvested from the remains of earth elementals, this powder will fall heavier in areas that have not been disturbed in a great while, and not at all on areas recently touched, moved or stepped upon. Throwing this powder about an area under investigation allows the user to re-roll a perception test used to

find secret doors, traps or concealed objects. It also grants a re-roll attempt on a survival check to find lost tracks or establish a trail when tracking. One dose covers a 10' square area. Cost 100 gp per dose.

LUMINIFEROUS MEMORY TRANS-ANIMATOR, LESSER

Aura faint illusion; **CL** 3rd; **Weight** 0.5 lb.

Slot none; **Price** 350 gp

DESCRIPTION

This small square oak box is about 2 inches square with a small, inlaid ruby on one of its sides and what appears to be filigree cats eyes on all other sides.

When the ruby is depressed as a standard action, a three-dimensional image of everything within a 30' radius around it is recorded and stored into the box, charging it.

When depressed again, the box illuminates and displays what it saw as an illusion of the same size and scale as the original. This projection is an image only with no sound, smells, temperature, or texture. This is useful for deductionists who need to record exact details of an area being investigated. The box may only be used to take one image, but it retains this image indefinitely and can replay it once per day for as long as the owner holds the transanimator and concentrates.

This illusion transposes over, but does not replace or hide, any objects or people present in the area in which it is displayed.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *silent image*, *mirror image*; Cost 175 gp

LUMINIFEROUS MEMORY TRANS-ANIMATOR

Aura illusion; **CL** 5th; **Weight** 0.5 lb.

Slot none; **Price** 34,698 gp

DESCRIPTION

This device appears much like that of the lesser version, only the gemstone is an emerald. Instead of a single moment, this device records segments of time. Each transanimator has three charges. When activating the device, the owner determines how many charges he would like to expend, up to three. Each charge will record all information around it within a 30' radius, recording one round for each charge used. Stopping the device is a free action and does not use the charge, nor record any information, for that round.

The owner may regain charges by removing images already contained within the device; removing one round of information for each full-round action taken to hold down the button (i.e. 3 full-round actions removes everything from the device). This information does not have to be removed sequentially. Otherwise, the images remain within the device permanently and may be displayed at will for as long as the owner holds it and concentrates. If the owner sits the device down or ceases concentration, it will display the recorded sequence one time.

When the box is used to play back the information it has stored, the illusionary display includes sight and sound, but not smell, temperature, or texture. Also, unlike the lesser version of this device, the illusion with this device is complete and obscures any other inanimate objects (i.e. chairs, tables, a hole, etc.) within its display radius in order to show a complete and accurate depiction of what was recorded.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *major image*, *ventriloquism*; Cost 17,349 gp

LUMINIFEROUS MEMORY TRANSMUTATOR, GREATER

Aura strong illusion; **CL** 5th; **Weight** 0.5 lb.

Slot none; **Price** 134,400 gp

DESCRIPTION

As per the standard Luminiferous Memory Transmutator, only this device has an inlaid diamond and 10 charges. Information recorded includes the sight, sound, touch, and smell senses as well as temperature. Temperature is recorded within a threshold, however, and is not dangerous to observers.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *major image*, *ventriloquism*, *mirror image*; Cost: 67,200 gp

METAMAGIC SYRINGES

Aura strong Transmutation; **CL** 5th; **Weight** 3 lbs.

Slot none; **Price** varies based upon metamagic feat (base 100 gp per level adjustment)

Eldritch Inspectors (see Archetypes below) have long been in the business of blending magic into their investigative careers. It seems only natural that items magical in nature would be developed to further enhance their deductive capabilities. One of these inventions is the syringe - a needle, reservoir and plunger designed to inject potions directly into the body. Several of these needles are intended for personal use, some for use against opponents - but in general, with one or two exceptions, their purpose is to enhance or prolong the effect of the potion being injected. Magical syringes, unless otherwise noted, are

single use items. Once they have been used, their magic fades. These syringes may only affect potions and provide no benefit to spellcasters attempting to cast magic through them. Using a metamagic syringe deals 1 point of damage.

Syringes may be made with any of the metamagic feats, but some are more applicable than others. See the metamagic feats and the cost below: There are 4 types of metamagic syringes known. They replicate the metamagic feats of: Empower, Enlarge, Extend, Heighten, and Maximize.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, specific metamagic feat; Cost: 50 gp per level adjustment

TOME OF ALIASES

Aura strong Transmutation; **CL** 5th; **Weight** 3 lbs.

Slot none; **Price** 50,796 gp

This magical tome is a collection of drawings of various humanoid personas, typically of common races like humans, elves, dwarves, etc. The tome has 20 pages, which may or may not be filled when found. When the tome is discovered, roll 1d20 to determine how many pages are already used.

As a standard action, three times per day the owner of the book may choose a picture from the book, press his face to the image and be instantly altered to look like the person in the image. This includes appearance, dress, height, weight, etc. as described in the *Disguise Self* spell. This is, however, a physical alteration, not an illusion and observers do not get a chance to disbelieve. This disguise otherwise functions as the *Alter Self* spell and grants a +10 to the deductionist's disguise checks.

To add a face to the book, the owner must make

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a DC 10 Craft (Drawing or Painting) check. A base check is all that is required to mimic the subject in question, however the owner gains a +1 enhancement bonus to Bluff, Diplomacy, and Knowledge (Local) skill checks for purposes of impersonating this individual for every 5 points by which he beats the Craft (Drawing or Painting) DC. For pre-existing personas in the book, roll 1d4-1 to determine the bonus.

A persona may be removed from the book by ripping out the page. Once removed, the picture becomes completely non-magical, but otherwise remains intact. A page ripped from the book will be replaced by a blank page 24 hours later. If all pages are ever ripped from the book, the tome is permanently destroyed.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, Disguise Self, Alter Self;
Cost 25,398 gp

ARCHETYPES AND ALTERNATE CLASS FEATURES

Eldritch Inspector

Not all deductionists rely on mundane tricks and intellectual prowess to ply their trade. Many deductionists instead seek more arcane solutions to the problems with which they are presented. Enter the Eldritch Inspector, an investigator who uses spells and magic to aid his friends and seek out his quarry. While the Eldritch Inspector does lose some of the deductionist's signature abilities, he gains a wealth of knowledge in the realm of the arcane.

Arcane Teachings (Ex): The Eldritch Inspector may choose from either the Mystic or Cosmologist disciplines.

Arcane Arts (Sp): The Eldritch Inspector gains the spell list and spell progression of the Bard. Like the bard, these spells are not prepared beforehand. The Eldritch Inspector uses his Intelligence for purposes of determining spell DC and bonus spells.



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Additionally, add the following to the Eldritch Inspectors spell list:

1st—detect chaos/evil/good/law, residual tracking

2nd—zone of truth

3rd—arcane eye, speak with dead, speak with plants

4th—discern lies

5th—prying eyes, stone tell

6th—discern location, find the path

This ability replaces Exploit Weakness and Formidable Ally

Arcane Weapon (Su): The eldritch inspector receives Arcane Strike as a bonus feat at 2nd level.

This replaces Improvised Combat.

The Operative

The Operative is a specialist at infiltration and information gathering. She engages her targets not with sword and knife, but with words and subtle threats. Not only is the operative an expert at reconnoitering, but also with manipulation. Honeyed words and a smile will often get someone further than a blade – or so is the case with the operative.

Alignment: Operatives are not restricted to the same norms and legal processes by which the deductionist typically follows. Operatives are typically of lawful alignment, but are less likely to be good than their deductionist brethren. They may not be Chaotic, but otherwise are not restricted on alignment.



Concealed Weapons – Operatives are proficient with all simple weapons, plus the hand crossbow and sap. They may use Cloth armor only, but may use magical protection normally. This ability replaces the deductionist's standard Weapon and Armor Proficiencies.

Class Skills: Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (Arcana)(Int), Knowledge (Engineering)(Int), Knowledge (Local)(Int), Knowledge (Nobility)(Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Stealth (Dex), and Use Magic Device (Cha).

Agent Training (Ex) – The Operative may choose only between Engineer, Spy, Senechal, or Spelunker for her Discipline. She also gains a bonus to Knowledge (Local), Knowledge (Nobility), Knowledge (Engineering), and Knowledge (Arcana) equal to ½ her Operative level.

This replaces the deductionist's *Classical Education* ability.

Canny Defense (Ex) - When no armor and not using a shield, an operative adds 1 point of Intelligence bonus (if any) per operative class level as a dodge bonus to her Armor Class. If an opera-

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tive is caught flat-footed or otherwise denied her Dexterity bonus, she also loses this bonus.

Trusting Logic (Ex) – Starting at 1st level the Operative uses Intelligence, not Charisma, to calculate her Diplomacy skill.

This replaces the deductionist's *Intuition* class ability.

Sneak Attack (Ex) – At 2nd level, the operative gains sneak attack as per the rogue class ability. This begins at +1d6 at 2nd level and increases to +2d6 at 4th level. Every two levels thereafter, the operative gains an additional +1d6 (i.e. 6th, 8th, etc.). If the character already has sneak attack from another class, the levels from the classes that grant sneak attack stack to determine the effective deductionist level for the sneak attack's extra damage dice.

This ability replaces the deductionist's *Improved Combat* class ability.

Find Anyone (Ex) – At 3rd level, the Operative gains the ability to track using her Diplomacy skill. Using this ability costs no gold and has a base time of 1 hour per check rather than the 1d4 hours normally. She may also reroll a failed check once per day by spending one point of reason.

This ability replaces the deductionist's *Formidable Ally* class ability.

Betrayal (Ex): The kind words of the operative can be more than just honeyed speech; they can be deadly. As a move action, if the operative succeeds in an opposed Diplomacy check, she may add her INT modifier to all damage against that opponent for the remainder of the encounter. This ability is not language dependent, however if the target does not understand the operative, add +4 to the Diplomacy DC.

This ability has no effect on animals, constructs, oozes, elementals, undead, or creatures without an intelligence score. If the operative possesses deductions or feats that allow her to specifically target constructs, elementals, or undead (i.e. Exploit Undead, etc.) she may affect creatures of that type with *Betrayal*, as long as the target has an intelligence score of at least 1. This bonus lasts until the opponent is dead or the combat ends.

This ability replaces the deductionist's *Exploit Weakness* class ability, but counts as *Exploit Weakness* for purposes of qualifying for deductions and feats.

Specialist (Ex): At 7th and 9th level, the Operative chooses one of the following Rogue talents: *Assault Leader*, *Camouflage*, *Cunning Trigger*, *Deft Palm*, *Fast Stealth*, *Weapon Training*.

At 11th and 13th level, the Operative chooses one of the following Advanced Rogue talents: *Another Day*, *Deadly Cocktail*, *Defensive Roll*, *Fast Tumble*, *Hide in Plain Sight*, *Stealthy Sniper*.

Special Operative Deductions

Deduction	Prerequisites	Description
Confidence	Operative	Operative grants a morale bonus to will saves
Fast Friends	Operative	Duplicates the effects of charm person for a short time
Sabotage	Operative	Bypasses hardness on a successful knowledge (engineering) check
Wink and a Smile	Operative	Bonus to bluff and sleight of hands

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Confidence (Ex)

Prerequisites: Operative archetype

The Operative is so confident, so relaxed, and in control that she has no trouble keeping her cool in even the most dire of situations. As long as she has at least 1 point of reason remaining, she grants herself and any ally within 10' a +1 morale bonus to their Will saves. This ability scales normally by the operatives level (i.e. +2 at 5th, +3 at 9th, etc.). As a swift action, she may spend 1 point of reason to re-roll any failed willpower save for herself or an ally within 10' of her. This deduction replaces *Ascetic Fortitude*.

Fast Friends (Su)

Prerequisites: Operative archetype

The Operative can turn even the most unlikely of foes into a trusting ally for a short time. As a full round action, the Operative creates the effects of Charm Person (or Monster) for 1 minute. The DC to resist this ability is equal to 10 + ½ the Operative's level + her INT modifier. Fast Friends costs 1 point of reason. Only one such person may be charmed in this way at a time. If the Operative attempts to charm another opponent, the first charm is broken and the opponent flies into a jealous rage, attacking the operative at all costs for a number of rounds equal to the operative's CHA bonus (minimum of 1 round).

The target of this ability must be able to understand the operative. This ability has no effect on animals, constructs, oozes, elementals, undead, or creatures without an intelligence score. If the operative possesses deductions or feats that allow her to specifically target constructs, elementals, or undead (i.e. Exploit Undead, etc.) she may affect creatures of that type with *Fast*

Friends, as long as the target has an intelligence score of at least 1.

This ability replaces *Two Steps Ahead*.

Sabotage (Ex):

Prerequisites: Operative archetype

Despite her disarmingly good looks and appeal, the operative is a trained infiltrator, often sent behind the lines to destroy critical enemy infrastructure. At 1st level, the operative makes a Knowledge (Engineering) check with a DC of 20 + Object's Hardness against mechanical devices, doors, traps, etc. If the check succeeds, she bypasses the object's hardness for one round per point of INT modifier. Only objects that are clearly mechanical in nature or have moving parts may be affected in this way. It does not affect solid objects such as a building, nor does it affect constructs. Use of this ability costs 1 point of reason per 5 points of hardness bypassed in this manner. This deduction replaces *Dismantle*, but counts as dismantle for purposes of qualifying for other deductions and feats.

Wink and a Smile

Prerequisites: Operative archetype

The Operative builds almost instantaneous, nearly blind trust with just about everyone she meets. As long as she has at least 1 point of reason remaining, and the target can understand her, she gains a +1 bonus to Bluff and Sleight of Hands checks. This ability increases to +2 at 5th level and an additional +1 for every 4 levels thereafter.

She may also make a knowledge check appropriate to the creature type (DC of 15 + CR of

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the target) to move her target to one position friendlier on the Starting Attitude list (See Diplomacy). Using Wink and a Smile in this way costs 1 point of reason for every step away from Helpful the target is before using this ability. Actions that would betray or harm the target of this ability will still result in a negative effect and there is no affect preventing the subject from returning to the previous (or worse) starting attitude, depending upon their treatment. A target may only be affected by this ability once in a 24-hour period. As long as the operative has the corresponding knowledge skill appropriate to the creature type, this ability will affect any target with an intelligence score greater than 3. This deduction replaces *Subtle Clues*.

Shadowed Avenger



A shadowed avenger is a vigilante of sorts who rights wrongs from the shadows. They consider themselves above the law, and deliver their own brand of justice to those who prey upon the common folk. Shadowed avengers are often

seen as superstitious rumors and those few that are openly known are often viewed as heroes. Just as frequently, they are forced to flee from the very law they protect in order to keep their mysterious identities safe.

Discipline Requirement: Engineer. In order to increase their combat skills, the shadowed avenger utilizes feats of engineering to overcome the odds.

Alignment: Shadowed avengers may violate the standard alignment restriction of being Lawful, provided that a portion of their alignment is neutral.

Skill Ranks per Level: 6 + Int modifier

Class Skills: Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Int), Escape Artist (Dex), Knowledge (Engineering) (Int), Intimidate (Cha), Knowledge (Arcana) (Int), Knowledge (Engineering)(Int), Knowledge (Local)(Int), Knowledge (Nature)(Int), Knowledge (Nobility)(Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

Shadowed Avengers do not gain the Classical Education ability.

Masked Persona (Ex): At 1st level, the shadowed avenger creates a persona and disguise of a vigilante-hero (a hawk mask, bat wings, dragon scales, etc.). When wearing this disguise the deductionist gains a +10 bonus to Disguise checks to conceal his actual identity. In addition, while wearing the persona disguise if individuals recognize the persona of the disguise, the deductionist may add half his level to Intimidate or Diplomacy skill checks.

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This replaces the deductionist's *Intuition* class ability.

Unarmed Combat Training (Ex): At 1st level, the shadowed avenger gains Improved Unarmed Strike as a bonus feat. In addition, he deals damage with his natural attacks as a 1st level monk (1d6 damage as a medium creature).

This replaces the deductionist's *Subtle Clues* class ability.

Signature Weapon (Ex): At 2nd level, the shadowed avenger picks his signature weapon from one of the following: bola, boomerang, brass knuckles, hand crossbow, kukri, net, sword cane, quarterstaff, unarmed strike, or whip. He is considered proficient with this weapon. He counts his deductionist level -4 as fighter levels for the purpose of qualifying for feats with his signature weapon only. If he has fighter levels, they stack with this ability.

Races possessing a weapon familiarity racial trait may instead choose one of those weapons for their signature weapon. Humans may choose from the list above or select any one simple or martial weapon as their signature weapon.

The shadowed avenger gains a bonus to his CMB equal to the "Max Bonus" on the class ability chart (i.e. +1 at 2nd level, +2 at 5th level, etc.) when using his signature weapon to perform combat maneuvers. During a combat maneuver the shadowed avenger may spend 1 point of reason in order to avoid provoking an attack of opportunity for a number of rounds equal to his INT modifier.

This replaces the *Improvised Combat* class ability

Canny Defense (Ex): While wearing light or no armor and not using a shield, the shadowed

avenger adds 1 point of Intelligence bonus (if any) per deductionist class level as a dodge bonus to his Armor Class. If a shadowed avenger is caught flat-footed or otherwise denied his Dexterity bonus, he also loses this bonus.

This replaces the shadowed avenger's 2nd level Deduction class ability.

Sharpened Reactions (Ex): At 3rd level a shadowed avenger gains a +1 bonus on initiative checks and Reflex saves if he maintains at least one point of Reason. At 8th level, the bonus increases to +2. This bonus stacks with the benefit provided by the Improved Initiative feat. The shadowed avenger may expend up to two points of Reason as an immediate action to gain a bonus equal to the additional points of Reason spent. These additional bonuses last for 1 minute.

This replaces the *Traveled Scholar* class ability.

Formidable Proof (Ex): At 4th level the shadowed avenger uses his Perception skill to follow a trail of clues and the accounts of witnesses and victims to eventually lead him to his quarry. This is similar to the *Track* ability except this particular ability must be used in conjunction with some sort event (crime, small melee, or the like) and the clues associated with it.

He may only use formidable proof to follow someone involved in this event. Unlike tracking, he requires evidence, people to observe and interview, and a logical series of events to pull from in order to create a trail. It takes the shadowed avenger 2d4+1 hours per check to piece the available clues together and multiple checks may be required by the DM. This time can be reduced by 1 hour for every 5 by which he beats the original DC of the check.

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Using *formidable proof*, the shadowed avenger can follow his objective, as well as establish a basic understanding of how events at a crime scene occurred. Base DCs are established below.

Additional modifiers may also be applicable under the Survival skill. In urban environments, the shadowed avenger adds ½ his level to this check.

Population	Perception DC
Base DC	Target's CMD
Heavily Populated	+0
Moderately Populated	+5
Lightly Populated	+10
Sparsely Populated	+15
Wilderness	+20
Additional / Alternative Condition Modifiers	
Clues in this case match clues at other similar locations/events	-2 per event
Every 24 hours since the clues were left	+1
Every person(s) who has previously investigated or rummaged through area, ruining potential evidence	+2
Person being tracked actively attempted to cover up clues or tracks	+1 / 5 on target's Stealth check

Quarry (Ex): At 5th level, as a standard action and expending 1 point of Reason, the shadowed avenger can designate one known target as his quarry. Whenever he is following the tracks of his quarry, a shadowed avenger can take 10 on his Perception skill checks while moving at normal speed, without penalty. This otherwise functions exactly like the Track feature in the Survival skill.

Exploit Weakness is automatically successful against his quarry for up to 1 round per point of INT modifier per day. These rounds need not be consecutive. Against his quarry, he makes all knowledge and perception checks at +2. The shadowed avenger may also expend 1 point of Reason as immediate action to automatically confirmed critical threats against his quarry.

A shadowed avenger can have no more than one quarry at a time. He can dismiss this effect at any time as a free action, but he cannot select a new quarry for 24 hours. If the shadowed avenger sees proof that his quarry is dead, he can select a new quarry after waiting 1 hour.

This replaces the deductionist's *Formidable Ally* class ability.

Evasion (Ex): At 8th level, the shadowed avenger can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the shadowed avenger is wearing light armor or no armor. A helpless shadowed avenger does not gain the benefit of evasion.

This replaces the deductionist's *Reknown* class ability.



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Shadowed Avenger Deductions

Deduction	Prerequisites	Description
Signature Shot	Shadowed Avenger, Engineer Discipline	Gain a pistol as a signature weapon; use Reason for Grit.
Signature Strike	Shadowed Avenger, BAB +6	Increase threat range of signature weapon
Tools of the Trade	Shadowed Avenger 4 th level, Dismantle deduction	Create single-use magic items similar to scrolls

Signature Shot (Ex):

Prerequisites: Engineer discipline

The shadowed avenger may choose any one pistol as his signature weapons, losing the previously selected signature weapon. The firearm becomes his new signature weapon and functions exactly as described in the class ability.

In addition, he gains one Deed from the Gunslinger class. He may change this deed any time he gains a deductionist level.

For purposes of this deed and for qualifying for any feats, he treats his Reason as Grit and his shadowed avenger level as Gunslinger levels. Unlike Grit, Reason only refreshes after 8 hours of restful sleep. As he gains levels, he may choose up to 2 more deeds in exchange for deductions he would normally receive (for a total of 3). Any deeds gained in this manner are only useable with his signature weapon.

Signature Strike (Ex):

Prerequisites: BAB +6

As long as the shadowed avenger has at least 1

point of reason available, he increases the critical threat range on his signature weapon by 1.

As an immediate action, he may spend 1 points of reason to gain a +4 insight bonus to confirm a critical hit. He must declare he is using this reason before the die roll has been made.

In either case, this ability stacks with effects or feats that also increase the critical threat range of a ranged weapon (improved critical, etc.), but is added to the final score after these effects or feats have been calculated.

Tools of the Trade (Ex):

Prerequisites: Shadowed Avenger 4th level, Dismantle deduction

The shadowed avenger gains the ability to craft minor magic items of the same caliber and level limitations as a scroll. For purposes of their creation, the research time and cost is the same as if he were creating a scroll of the same level.

While being used, an item created in this fashion fills the magic item slot most appropriate to its use (ex: darkvision would fill the eye slot, weapon enchantments fill the weapon slot, etc.). Items that fill no obvious magical item slot are considered to fill the head or glove magical item slot.

These items are considered deductionist Spell Trigger items with the caster level being equal to that of the shadowed avenger's class level. The shadowed avenger may only create items from the Sorcerer/Wizard spell list and of a maximum of 3rd level spells.

This deduction replaces the *Exploit Construct* deduction.

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