

Celestial Investigator

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Background

A Celestial Investigator is a spiritually-guided bounty hunter acting as an agent in the service of the church. For all practical purposes, they function like a Cleric of the same level except that they have no affinity for turning undead. They tend to be a determined lot, using intuition and steadfastness to capture their quarry. A Celestial Investigator is at home in urban environments and acts as an observer and spy to the church in the seedier parts of the city.

Game Rule Information

Abilities: Wisdom determines how powerful a spell a Celestial Investigator can cast, how many spells the Celestial Investigator can cast per day, and how hard those spells are to resist. To cast a spell, a Celestial Investigator must have a Wisdom score of 10 + the spell's level. A Celestial Investigator gets bonus spells based on wisdom. The Difficulty Class of a saving throw against a Celestial Investigator's spell is 10 + the spell's level + the Celestial Investigator's Wisdom modifier. Dexterity is also important as it provides additional armor class benefits and is used for many of their skills.

Race: Any

Alignment: Must be lawful

Hit Dice: d8

Class Skills

The Celestial Investigator's class skills (and the key ability for each skill) are:

Climb (str), Concentration (con), Disable Device (dex), Gather Information (cha), Heal (wis), Hide (dex), Intimidate (cha), Knowledge - Local (int), Knowledge - Religion (int), Listen (wis), Move Silently (dex), Open Lock (dex), Search (int), Sense Motive (wis), Spell Craft (int), Spot (wis), Use Rope (dex)

Skill Points at 1st Level: (6 + Int modifier) x 4

Skill Points at each additional Level: 6 + Int modifier

Class Features

Weapon and Armor Proficiency: Celestial Investigators are proficient with all simple weapons, light armor, and shields. They are also proficient with the following additional weapons: lasso and net.

Spells: Celestial Investigators cast spells as a Cleric. Similar to the Cleric, Celestial Investigators cast divine spells from the Cleric spell list and must also allot 1 hour of preparation time each night to be able to cast the next day. And as a Cleric, a Celestial Investigator may not cast spells of an alignment opposed to his own or his deity's. Due to their need to track down their prey, they receive additional spells that they may choose from (see below.) These spells function as described in PHB and are cast as a standard cleric spell. They are still limited to the number of spells they may cast per day (see Celestial Investigator – Attack, Save, & Spell table below), they just have a few extra spells they may choose from.

Deity, Domains, & Domain Spells: Celestial Investigators choose two domains as a Cleric. All benefits from the domains are as a Cleric of the same level.

Code of Conduct: As Cleric.

Aura: As Cleric.

Spontaneous Casting: As Cleric.

Shadow Feat: At first level, the Celestial Investigator receives the Shadow feat as a bonus feat. This feat works like the Tracking feat but in an Urban setting and uses the Search skill (instead of Survival skill as the Tracking feat does.)

Investigator Feat: At third level, the Celestial Investigator receives the Investigator feat as a bonus feat.

Celestial Investigator – Attack, Save, & Spell table:

| Level | BAB | F | R | W | Special | Spells per Day | | | | | |
|-------|-------|---|---|---|-------------------------|----------------|-----|-----|-----|-----|-----|
| | | | | | | 0 | 1 | 2 | 3 | 4 | 5 |
| 1 | +0 | 2 | 0 | 2 | Bonus Shadow Feat | 3 | 2+1 | – | – | – | – |
| 2 | +1 | 3 | 0 | 3 | | 4 | 3+1 | – | – | – | – |
| 3 | +2 | 3 | 1 | 3 | Bonus Investigator Feat | 5 | 3+1 | 2+1 | – | – | – |
| 4 | +3 | 4 | 1 | 4 | | 5 | 3+1 | 3+1 | – | – | – |
| 5 | +3 | 4 | 1 | 4 | | 5 | 4+1 | 3+1 | 2+1 | – | – |
| 6 | +4 | 5 | 2 | 5 | | 6 | 4+1 | 3+1 | 3+1 | – | – |
| 7 | +5 | 5 | 2 | 5 | | 6 | 4+1 | 4+1 | 3+1 | 2+1 | – |
| 8 | +6/+1 | 6 | 2 | 6 | | 6 | 4+1 | 4+1 | 3+1 | 3+1 | – |
| 9 | +7/+2 | 6 | 3 | 6 | | 6 | 5+1 | 4+1 | 4+1 | 3+1 | 2+1 |
| 10 | +8/+3 | 7 | 3 | 7 | | 6 | 5+1 | 5+1 | 4+1 | 3+1 | 3+1 |

Additional spell selection:

Level 0: Daze, Know Direction

Level 1: Change Self, Expeditious Retreat, Longstrider, & Mage Armor

Level 2: Darkvision, Hold Person, Invisibility, & Spider Climb

Level 3: Clairaudience/Clairvoyance, Locate Creature, & Slow