

INVESTIGATOR

Typically recruited from the ranks of journalists, detectives, hackers, or agents of other intelligence organizations, an Investigator is good at finding clues, solving problems, questioning people, discerning lies from truth, and using technology to its fullest. This is not to say he is only capable of such intellectual pursuits; an Investigator's main currency is intel, but he gives change in bullets.



PRIME ATTRIBUTE: Wisdom. An Investigator must have a minimum Wisdom score of 9.

SAVING THROWS: Investigators are cunning and tenacious and receive a +2 to Saving Throws versus interrogation or deception.

COMBAT TRAINING: Investigators are trained in knives, revolvers, semi-auto pistols, Tasers, grenades, and shotguns. They may wear light or medium armor.

LEVEL	XP	HD	BHB	ST
1st	0	1	+0	13
2nd	1,250	1+1	+0	12
3rd	2,500	2	+1	11
4th	5,000	2+1	+1	10
5th	10,000	3	+2	9
6th	20,000	3+1	+2	8
7th	40,000	4	+3	7
8th	80,000	4+1	+3	6
9th	160,000	5	+4	6
10th	320,000	5+1	+4	6

SKILL TRAINING: Investigators receive a bonus of +1 when attempting action checks related to perception, interrogation, or computers. This improves to +2 at 4th level, and +3 at 8th level.

NETWORK OF INFORMANTS: At 1st level, the player and Admin define an informant who helps the agent on matters related to his field. At each subsequent level, the player chooses an NPC from one of the missions which earned him his new level and adds that person as a new informant. In this way, the Investigator slowly builds a network of informants able to provide information and assistance, drawn from people he's helped or associated with throughout his career. The amount of information or assistance an informant is willing to provide, and whether or not he requires anything in return, depends on the Admin and the situation.