

OCCULT INVESTIGATOR

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA
+0	+1	+1	+2	+4	+4
10	12	12	14	18	18

TOUGHNESS	FORTITUDE	REFLEX	WILL
+3/+1*	+4	+4	+8

* Flat-footed

Skills: Bluff 8 (+12), Concentration 4 (+8), Diplomacy 4 (+8), Disable Device 4 (+8), Gather Information 8 (+12), Intimidate 4 (+8), Investigate 8 (+10), Knowledge (arcane lore) 10 (+12), Knowledge (streetwise) 8 (+10), Language 2 (player's choice), Notice 6 (+10), Search 8 (+10), Sense Motive 8 (+12), Stealth 6 (+7)

Feats: Contacts, Defensive Roll 2, Dodge Focus 3, Equipment 2, Luck, Ritualist, Well-Informed

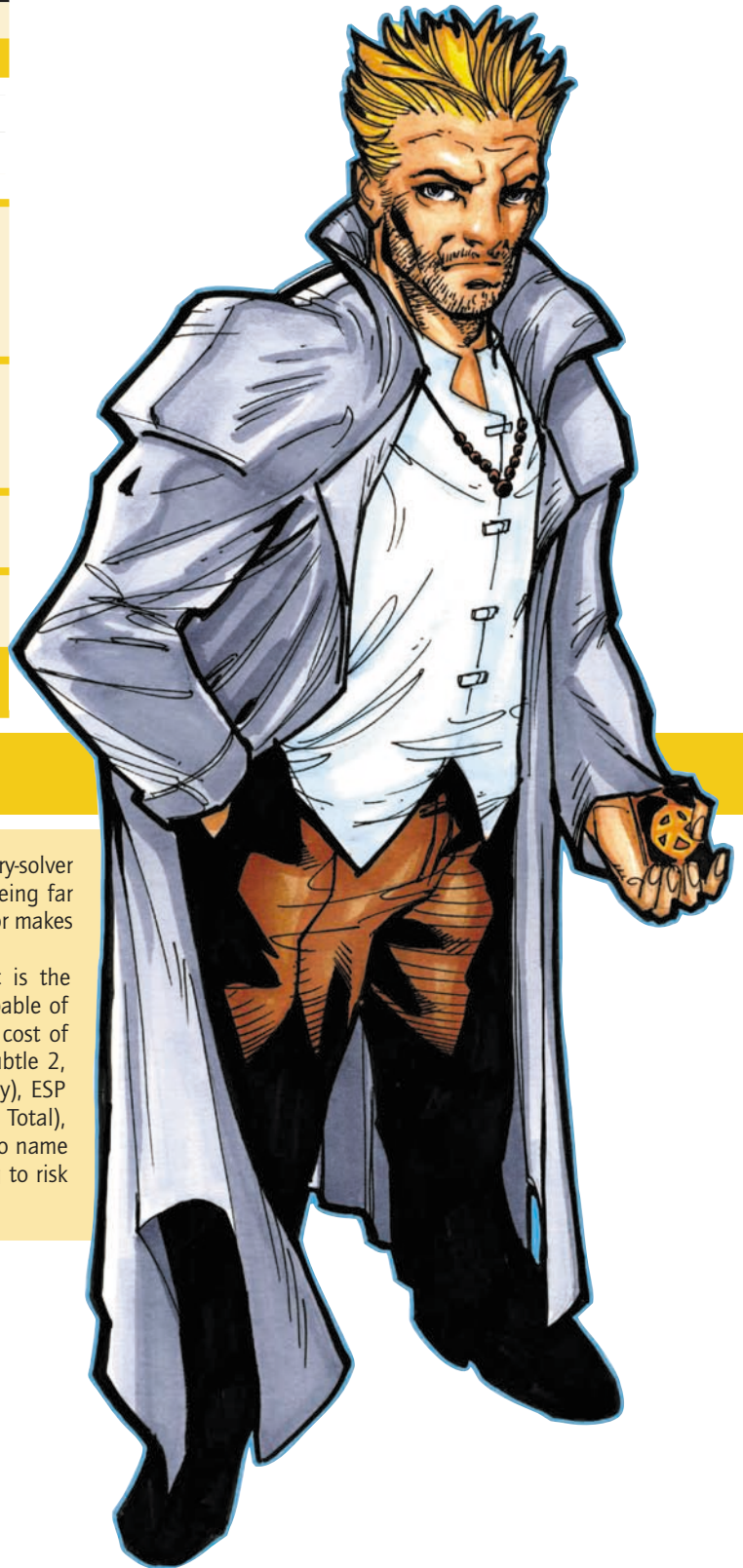
Equipment: pistol (+3 damage), cell-phone, plus 3 points of miscellaneous items

Powers:

Super-Senses 1 (mystic awareness)

Combat: Attack +5, Grapple +5, Damage +0 (unarmed), Defense +9 (+3 flat-footed), Knockback -1, Initiative +1

Abilities 24 + Skills 22 (88 ranks) + Feats 11 + Powers 1 + Combat 22 + Saves 10 = Total 90



The Occult Investigator is a detective of the mystical, a mystery-solver rather than a warrior or potent arcane guardian. Still, in spite of being far closer to "mere mortal" than master magicians, the Occult Investigator makes up any lack in sheer power with cleverness and connections.

Apart from sheer skill, the Occult Investigator's greatest asset is the Ritualist feat: with a +12 skill bonus, the archetype is routinely capable of rituals with a DC of 22 by taking 10, sufficient for effects with a cost of 12 power points. That's enough for Communication 10 (mental, Subtle 2, anywhere on Earth), Concealment 6 (all visual and normal auditory), ESP 4 (sight and hearing, 1 mile range), Healing 4 (Resurrection or Total), Possession 3, or Summon 6 (mystic servitor like a demon or spirit), to name a few. Higher levels of power are possible, if the character is willing to risk failure, and a hero point allows for a jury-rigged, on-the-spot ritual.

"SORRY, MATE, YOU
HAVE GOT A PROBLEM,
BUT I CAN TAKE CARE
OF IT."