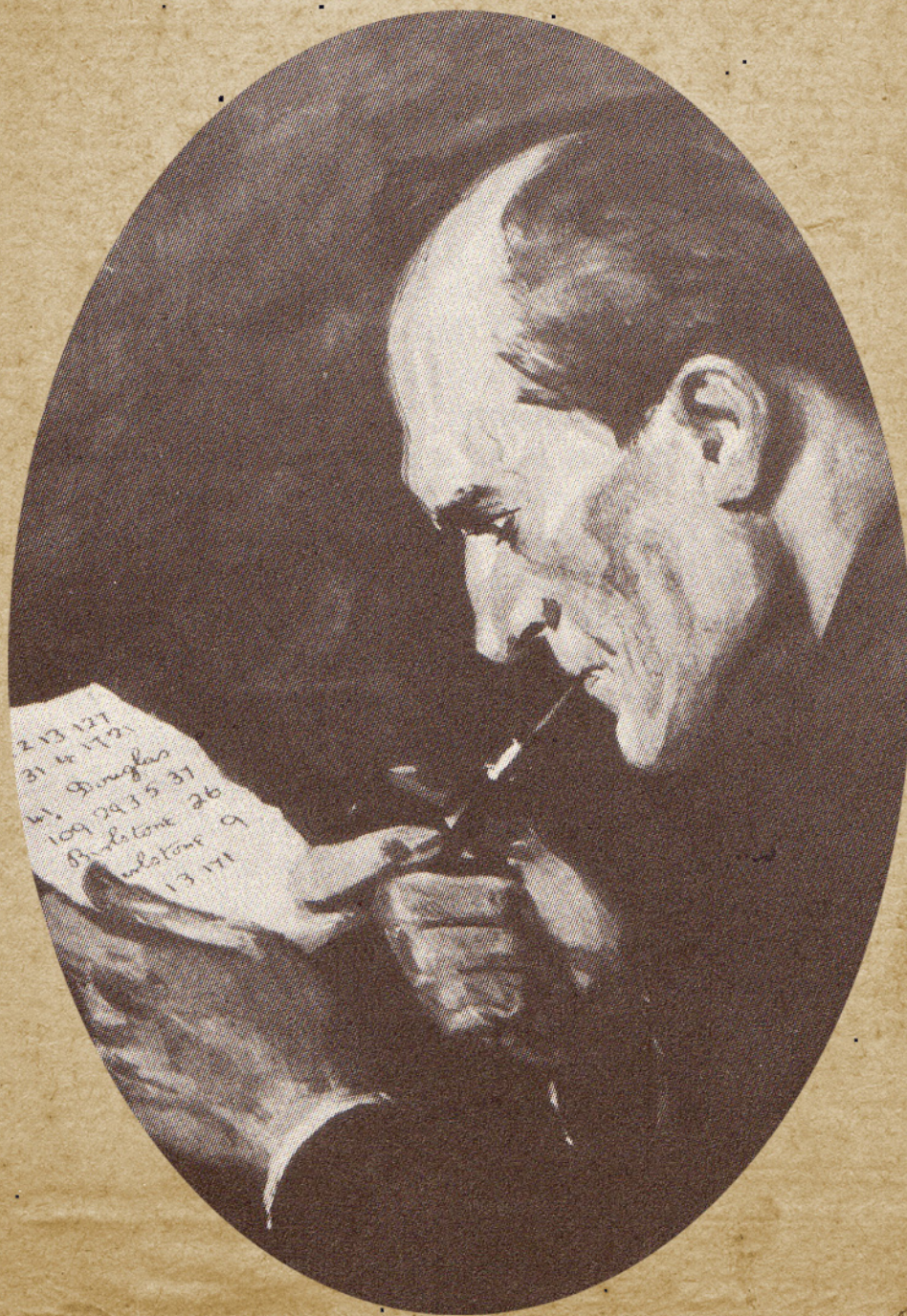


The Imperial Age



◆ Advanced Class: Scientific Detective ◆

Nigel Litton crouched down to examine the body of Nellie Parsons, a servant girl formerly in the employ of the Grainger family. Another servant taking a shortcut from the village discovered her body in the woods behind the estate. Nigel Litton took particular interest in the gash across her neck and her state of undress. Sir Roger Grainger stood nearby, leaning on his walking stick.

"Poor girl. She suffered a fate worse than death and death!" Sir Roger frowned. "Quite horrible!"

"That's what it looks like," Litton nodded. "Or at least, that is what it's supposed to look like."

"Supposed?" Sir Roger was mortified. "What do you mean?"

"There are no marks on her body, and much of it is exposed," Sir Roger explained. "Surely if she were assaulted there would be bruises?"

"Perhaps," Sir Roger, offered, shuddering at his own thought, "the murderer violated her after she was dead?"

"No, I'd thought of that," Litton said clinically. "But the ground is soft here and there are no telltale marks in the ground. More importantly, there is no blood. Miss Parsons could not have had her throat slit here. More importantly, there is not enough blood on her clothes to suggest a slit throat as the cause of death."

Litton gently turned the corpse's head to the side as Sir Roger turned away due to his uneasy stomach. After a few minutes, Litton stood.

"Just as I suspected. Nellie Parsons died from a blow to the back of her head that fractured her skull. Whoever did this killed her and then dumped her here to make it look like the act of a perverse highwayman."

"Why would someone do that?" Sir Roger asked, shaking.

"I was hoping you could tell me," Litton said as his eyes fell to Sir Roger's cane. "Your coachman had mentioned something earlier to me about blackmail?"



The Scientific Detective is the embodiment of rational thought in the Imperial Age. Unlike previous investigators that relied on testimony, superstition, the seriousness of the charge, and quick, convenient conclusions, the Scientific Detective relies on cold, hard facts and observation. What matters most to the Scientific Detective is the truth, no matter how improbable or inconvenient it may seem. When the Scientific Detective does reach a conclusion it is difficult to refute, as the Scientific Detective has acquired a great deal of evidence to reach it.

The classic Scientific Detective is the private investigator or “consulting detective,” but many Scientific Detectives are police investigators. Scientific Detectives of the Imperial Age include Sergeant Cribb, Lord Darcy, William Monk, Thomas and Charlotte Pitt, and, of course, Sherlock Holmes. Lord Darcy warrants particular attention as a Scientific Detective in a Victorian-esque setting where magic is real.

REQUIREMENTS

To qualify to become a Scientific Detective, a character must fulfil the following criteria:

Ability Score: Intelligence 15+

Skills: Investigate 6 ranks, Knowledge (behavioural sciences) 6 ranks, Search 6 ranks

CLASS INFORMATION

Hit Die: The Scientific Detective gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points: The Scientific Detective gains a number of action points equal to 6 + one-half his character level, rounded down, every time she achieves a new level in this class.

Class Skills: The Scientific Detective's class skills are as follows: Bluff (Cha), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Investigate (Int), Knowledge (any) (Int), Listen (Wis), Navigate (Int), Pilot (Dex), Profession (Wis), Read/Write Language, Research (Int), Search (Int), Sense Motive (Wis), Speak Language, Spot (Wis).

Skill Points at Each Level: 8 + Int Modifier

Level	BAB	Fort	Ref	Will	Special	Def	Reputation
1	+0	+0	+1	+2	Profile, Smart Defence	+0	+2
2	+1	+0	+2	+3	Cold Deduction, Contact	+1	+2
3	+1	+1	+2	+3	Bonus Feat	+1	+2
4	+2	+1	+2	+4	Discern Lie	+1	+3
5	+2	+1	+3	+4	Contact, Sixth Sense	+2	+3
6	+3	+2	+3	+5	Bonus Feat	+2	+3
7	+3	+2	+4	+5	Intuitive Leap	+2	+4
8	+4	+2	+4	+6	Compel Truth, Contact	+3	+4
9	+4	+3	+4	+6	Bonus Feat	+3	+4
10	+5	+3	+5	+7	Criminal Mind	+3	+5

CLASS FEATURES

Profile: By making a Gather Information check (DC 15) when talking to witnesses of a crime, the Scientific Detective compiles a rough mental picture of the suspect. This mental picture provides a physical description, including distinguishing markings and visible mannerisms. Success makes the profile accurate, at least concerning a particular suspect as seen by witnesses. (For this Gather Information check, no money changes hands).

The Scientific Detective can expand the profile by making an Investigate check (DC 15) involving the crime scene or other evidence linked to the suspect. If successful, the Scientific Detective combines eyewitness accounts with forensic evidence to develop a profile of the suspect's method of operation. This provides a +2 circumstance bonus on any skill checks made to uncover additional evidence or otherwise locate and capture the suspect.

Smart Defence: Starting at 1st level, a Scientific Detective applies his or her Intelligence bonus and his or her Dexterity bonus to his or her Defence. Any situation that would deny the Scientific Detective his or her Dexterity bonus to Defence also denies the Intelligence bonus.

Cold Deduction: Beginning at 2nd level, the Scientific Detective's trained eye enables him to discern facts about his subject. By making a Gather Information check at DC 10, the Scientific Detective can learn a salient fact about the subject. He also learns an additional fact for every five points he passes the check. The Scientific Detective may add his class level to the check.

Information can range from a person's station (military bearing, upper class walk), to where he's been (a deep suntan indicates a tropical setting, or a tattoo that is unique to a certain organization), to his relationships (a ring indicates marriage, an pale band of skin on his finger may indicate a recent divorce), to where he lives (a regional accent). In short, any fact can be gleaned from simple observation may be revealed to the Scientific Detective.

This can be a powerful ability and the GM should use care in revealing information about a subject. The Scientific Detective can only learn information that could be deduced (no matter how improbable) from simple observation.

Example: A potential client arrives in Nigel Litton's London office. Litton rolls a 12 on his Cold Deduction check. The GM rules that Litton deduces from fresh mud on the client's boots indicates that he probably walked past a nearby construction site on his way to the office. Litton would not know that Litton stopped and had a conversation with someone on the site.

Contact: A Scientific Detective of 2nd level or higher cultivates associates and informants. Each time the Scientific Detective gains a contact the GM should develop a supporting character to represent the contact. The player can suggest the type of contact his or her character wants to gain, but the contact must be an ordinary character, not a heroic character.

A contact will not accompany A



Scientific Detective on missions or risk his or her life. A contact can, however, provide information or render a service (make a specific skill check on the Scientific Detective's behalf).

At 2nd level, the Scientific Detective gains a low-level contact, at 5th level a mid-level contact, and at 8th level a high-level contact. The Scientific Detective may substitute two low-level contacts for a mid-level contact, or two mid-level contacts for a high-level contact (or any appropriate combination). *Example: Nigel Litton reaches 8th level. Instead of a high-level contact, he opts to take two low-level contacts and a mid-level contact.*

The Scientific Detective can't call on the same contact more than once in a week, and when he or she does call on a contact, compensation may be required for the assistance the contact renders. In general, a professional associate won't be compensated monetarily, but instead will consider that the Scientific Detective owes him or her a favour. Contacts with underworld or street connections usually demand monetary compensation for the services they render, and experts in the use of skills normally want to be paid for the services they provide.

For underworld or street contacts, this expense is represented by a Wealth check against a purchase DC of 10 for the low-level contact, 15 for the mid-level contact, or 20 for the high-level contact. For skilled experts, the purchase DC is 10 + the ranks the expert has in the appropriate skill.



Bonus Feats: At 3rd, 6th, and 9th level, the Investigator gets a bonus feat. The bonus feat must be selected from the following list, and the Investigator must meet all the prerequisites of the feat to select it.

Alertness, Attentive, Cautious, Confident, Deceptive, Educated, Focused, Great Fortitude, Guide, Iron Will, Low Profile, Medical Expert, Meticulous, Renown, Stealthy, Studious, Trustworthy.

Discern Lie: At 4th level, A Scientific Detective develops the ability to gauge whether another character is telling the truth by reading facial expressions and interpreting body language. The Scientific Detective must be able to see and hear (but not necessarily understand) the individual under scrutiny.

With a successful Sense Motive check opposed by the subject's Bluff check result or against DC 10 (whichever is greater), the Scientific Detective can tell whether the subject is deliberately and knowingly speaking a lie. This ability doesn't reveal the truth, uncover unintentional inaccuracies, or necessarily reveal omissions in information.

Sixth Sense: At 5th level, A Scientific Detective becomes so attuned at solving mysteries that he or she finds a way to put two and two together and rarely misses a clue. Whenever the Scientific Detective spends 1 action point to improve the result of a skill check made using certain skills (see below), the Scientific Detective gets to add an additional 1d6 to the result.

The skills that sixth sense applies to are Gather Information, Investigate, Listen, Research, Search, and Spot.

Intuitive Leap: Scientific Detectives are rarely stumped for long. Starting at 7th level, whenever the Scientific Detective is truly stumped on a course of action, he may spend an action point to make an intuitive leap. The GM will provide a lead or an answer to a clue.

Intuitive leaps are always based on information already in the Scientific Detective's possession, even if the Scientific

Detective is unaware that he has it. *Example: Nigel Litton has been following leads in an effort to discover the serial killer's identity. His player spends an action point. The GM tells him that there has been a discarded cigar at every crime scene (which the player knew), and that the leaves were of a special blend particular to a certain tobacco shop in Holborn (which the player did not know). Nigel Litton now has a new lead.*

Compel Truth: At 8th level, the Scientific Detective is able to see through an opponent's lies and convince them that it is in their best interests to tell the truth. The Scientific Detective uses information he has already deduced in order to make his case. With a successful Intimidate check opposed by the subject's Bluff check result or against DC 10 (whichever is greater), the Scientific Detective will get truthful answers to his inquiries during the course of a single conversation. The subject will answer direct questions as truthfully and completely as possible. Scientific Detectives should pose multiple questions for more complete answers. *Example: Nigel Litton asks Jon the manservant where he was on the night of Mr. Boyle's murder. Jon answers truthfully that he was in the barn. Jon will not reveal that Mr. Boyle's daughter was there with him unless Nigel Litton asks if he was alone.*

Criminal Mind: At 10th level, the Scientific Detective has become such a master of deduction and the criminal mind that he can anticipate his subject's movements. Once the Scientific Detective knows the identity of the lead criminal behind the current mystery, he may spend an action point to try to anticipate his next move. The Scientific Detective may only use this ability against a subject with whom he is familiar. If the Scientific Detective has not dealt with the subject in the past, he may make a Research check (DC 20) to become familiar enough with the subject to use this ability.

With a successful Knowledge (Behavioural Sciences) check opposed by the subject's Sense Motive check result or against DC 10 (whichever is greater), the Scientific Detective can predict his opponent's next move. While the Scientific Detective can predict his subject's strategy, he does not have special insight into the tactics. *Example: Nigel Litton learns that the master criminal known only as the Butcher is behind a recent spate of killings. By spending an action point, Litton surmises that the Butcher's next move will be to eliminate a prostitute that witnessed his last murder. Litton also knows that the Butcher's usual method is to have some henchmen kidnap her and take her to a secret location where the Butcher will kill her. Litton still does not know when or where the prostitute will be kidnapped, how many henchmen will be involved, or where the secret location is.*

If the Scientific Detective fails his Knowledge check, he may try again after another successful Research check. The Scientific Detective may use this ability as many times as necessary during the course of an adventure, but he must spend an action point for each attempt.

NEW FEATS

Gentry

You have a noble title. While not considered part of the Peerage, you are addressed as "Sir" or "Dame" and are granted certain noble privileges. Baronets and Knights are considered gentry; only Baronet is an inherited title.

Benefit: Characters with this feat gain a +2 to Diplomacy checks. In addition, they are considered members of the upper class, and are awarded all perks appropriate to their station.

Special: Characters that choose this feat at first level may choose their title; this feat gained during play is usually a knighthood.

Jack of All Trades

You've picked up a smattering of even the most obscure skills.

Prerequisite: Character level 8th+.

Benefit: You can use any skill untrained, even those that normally require training and those that are exclusive to classes you don't have. You cannot, however, gain ranks in a skill unless you are allowed to select it.

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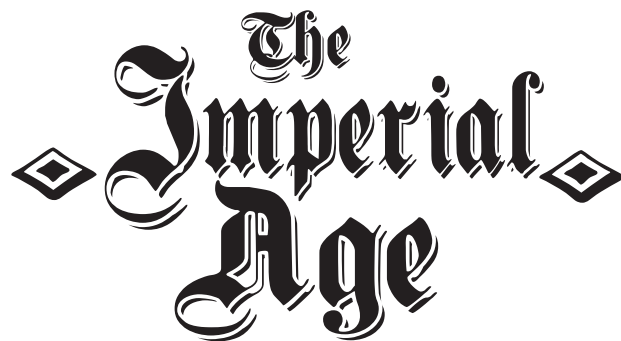
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