



Ultimate Relationships

#3: THE CASSISIAN DETECTIVE



ULTIMATE PLUG-INS

Ultimate Relationships

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Ultimate Relationships #3:

The Cassisian Detective © 2015, Legendary Games; Author Mark Seifter.

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WHAT YOU WILL FIND IN ULTIMATE RELATIONSHIPS!

Running an Adventure Path is a long journey for the PCs, whether the action of the Adventure Path takes place within a single city, a small kingdom, or an epic journey across a continent or an island archipelago, and Ultimate Relationships can serve as a toolbox for creating stories for your own NPCs or for use with character modules we will be creating for published Adventure Paths. Whether your PCs' journey is literal or figurative, Ultimate Relationships can help you encompass the flow and span of the campaign as a metaphor for the inner journey that each character takes along the way, progressing into someone different than they were at the beginning. With Ultimate Relationships, your PCs can join each NPC along his or her own personal journey. With their lives and fates intertwined, your game will never be the same.

The original Ultimate Relationships provided the basic rules and structure for building effective and fun relationships with NPCs in the game, and this ongoing series takes that a step further by providing you with a fully developed, robustly detailed NPC in every product, some drawn from published Adventure Paths, others from Legendary Games products, and still others entirely new. Each installment includes the character's game statistics as well as the relationship characteristics that make them a long-running campaign character that your players will talk about for years to come.

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- Jason Nelson

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We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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THE WANDERER

THE CASSISIAN DETECTIVE

CASSISIAN DETECTIVE

Male cassisian^{Bz} bard (detective^{APG}) 2

NG Small outsider (angel, extraplanar, good)

Init +1; **Senses** darkvision 60 ft., detect evil, low-light vision; Perception +8

Aura lesser protective aura

DEFENSE

AC 15, touch 12, flat-footed 14 (+1 Dex, +3 natural, +1 size) (+2 deflection vs. evil)

hp 30 (2d10+2d8+10)

Fort +5, **Ref** +7, **Will** +3; +4 vs. poisons, illusions, and disguises; +2 resistance vs. evil; +4 sacred vs. gazes and sonic attacks

DR 5/cold iron or evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10

OFFENSE

Speed fly 60 ft. (perfect)

Melee slam –1 (1d3–5)

Special Attacks bardic performance (8 rounds; countersong, distraction, fascinate, careful teamwork +1), breath weapon (15-ft. line, 1d6 cold or 1d6 fire, Reflex DC 13 half, usable every 1d4 rounds)

Cassisian Spell-Like Abilities (CL 3rd; concentration +5)

Constant—detect evil, know direction

1/day—aid, daylight

1/week—commune (six questions, CL 12th)

Bard Spells Known (CL 2nd; concentration +4)

1st (3)—liberating command^{UC}, saving finale^{APG}, timely inspiration^{APG}

0 (at will)—detect magic, mage hand, message, prestidigitation, sift^{APG}

STATISTICS

Str 1, **Dex** 13, **Con** 14, **Int** 14, **Wis** 11, **Cha** 15

Base Atk +3; **CMB** –3; **CMD** 8 (can't be tripped)

Feats Amateur Investigator^{ACG}, Celestial Obedience^{CotR}

Traits cassisian detective, empyreal focus

Skills Diplomacy* +10 (+12 to gather information), Disable Device +10, Disguise +9, Knowledge (arcana) +6, Knowledge (engineering) +6, Knowledge (local) +10, Knowledge (planes) +10, Knowledge (religion) +6, Linguistics +6, Perception +8, Perform (oratory) +9, Sense Motive* +10, Stealth +12
*Versatile Performance

Languages Celestial, Common, Draconic, Infernal, truespeech

SQ arcane insight, change shape (Small human-like angel, fish), eye for detail, perfect memory, versatile performance (Perform [oratory])

Gear mwk thieves' tools

SPECIAL ABILITIES

Cassisian Detective: The Cassisian Detective has exceptionally high intelligence, even for a cassisian with class levels.

Empyreal Focus: Once per day, before attempting a skill check, the Cassisian Detective gains a +2 trait bonus on that skill check.

Lesser Protective Aura (Su): The Cassisian Detective has a lesser form of the protective aura possessed by more powerful angels. This protective aura grants him a +2 deflection bonus to his AC against evil foes, and a +2 resistance bonus on all saving throws made against evil effects or spells cast by evil creatures. This aura extends to a radius of 5 feet, but can only benefit one additional creature other than the Cassisian Detective at any one time. His protective aura is fragile, and as soon as an evil creature successfully strikes the Cassisian Detective, or as soon as he fails a saving throw against an evil source, his protective aura fades away and is no longer applicable. He can reactivate its protective aura by spending 1 minute concentrating upon the task.

Perfect Memory (Ex): The Cassisian Detective has a perfect memory and remembers everything he sees or hears. He can faultlessly recite conversations he heard hundreds of years before. He also has the power to erase portions of his own memories, which he does to protect sensitive information or when he feels that the memories are distracting from the ability to put the pieces together.



Description and Overview: The Cassisian Detective is a little angel far from his home in the plane of Elysium. A servitor of the azata empyreal lord known as the Silence Between, while working as part of a joint taskforce to solve an interplanar mystery, he became chastely smitten with the archon empyreal lord Verity, patroness of detectives. Though he told himself that he merely admired her skill and efficiency, nonetheless, soon after he decided to become a detective. Now he wanders the Material Plane looking for cases to investigate involving dark conspiracies and dastardly evildoers, and bringing to bear his perfect memory and his unique perspective on the value of gaps, holes, shadows, and the space between.

In the Far Eastern Adventure Path, the party finds the Cassisian Detective following leads on a viking funeral ship, but he can appear as a potential ally in almost any adventure; all you need is an element of mystery and sufficiently evil antagonists. The Cassisian Detective's relationship link is focused on the PC learning more about the Cassisian Detective's unusual way of viewing the world and the Cassisian Detective learning more about his own deeper motivations and feelings through his interactions with the PC.

Preferred Gifts and Interactions: The Cassisian Detective enjoys riddles, puzzles, codes, and mysteries to solve, though due to his perfect memory, he has heard and remembers any that aren't inventions of the PCs, or at least relatively obscure. He is not a fan of most gifts because as a servitor of the Silence Between, he enjoys emptiness, silence, and the gap between things more so than the physical reality that an object brings. He particularly dislikes loud music and gaudy objects. Nonetheless, he is amused by the paradox of attempts to gift him with objects that signify the lack of objects.

Affinity Notes: The Cassisian Detective has a positive affinity for detectives and investigators, and especially for followers of the Silence Between (or Lady Luck, since the Silence Between is her shadow) or Verity. He has a negative affinity for those who are over-the-top, loud, and obnoxious, particularly with trivialities, as he feels that they overstimulate and cause others to miss more important clues. He strongly dislikes evildoers who twist the truth of the matter, even though he can grudgingly respect the talents of a skilled nemesis playing cat-and-mouse with his investigations.

Joining the Party: Ideally, the party encounters the Cassisian Detective while he is pursuing his own investigation, which intersects with the PCs' enemies. This allows him to bring in clues of his own that can help piece together more of the big picture. Since the Cassisian Detective often goes undercover as an ordinary helmet, the party might find him as part of their own adventures and assume he is part of the treasure, allowing the Cassisian Detective to investigate them and discern their character before deciding when or if to reveal himself.

Staying with the Party: The Cassisian Detective is something of a completionist and likes to tie up loose ends. If the loose ends from the investigation he shares with the PCs lead him to continue traveling with them (like in the Far Eastern Adventure Path), he will do so. If the case seems tidily closed, he might part ways on other cases, perhaps crossing paths with the PCs again later, either when they intersect with another of his investigations or when they track him down to ask him for help on their most recent case.

Advancement: The Cassisian Detective advances as a detective bard, focusing on investigative and support spells and feats. For experience points, if you want him to be a strong option for the party, consider him to be a 4th level character to start as a cassisian bard 2. Otherwise, you should consider him as a level or two higher than that.

Participation: The Cassisian Detective loves a good mystery. When he feels that sleuthing is involved, rather than simple combat, he is excited to come along, and even if not, he's generally willing to let someone in the party he likes wear him as a helmet. He might be willing to become a cohort as early as Rank 4, but only if the PC is fundamentally a fellow detective (not merely someone who enjoys a good mystery or two).

Romance: The Cassisian Detective follows the empyreal lord of parted lovers, and he isn't even conscious of his chaste crush on Verity from afar. Even if a PC reaches a high enough rank with him to discuss and decipher his feelings, and even if she was clever and formidable enough to gain his love, he still wouldn't want to adventure in close quarters with the object of his affection, so this would lead to his leaving the party, though his investigations on his own would be dedicated to his love and respect for the PC, whom he would hope to meet with between adventures.

BOONS

Cassisian Detective's Confidante (Rank 7)—You have impressed the Cassisian Detective with your wit and discretion, and he trusts you with deeper and more personal mysteries. You become specialized in your choice of Linguistics and Perform (oratory), and on any day that you perform the Silence Between's obedience, you gain a +1 sacred bonus on saving throws against visual and sonic effects, which stacks with the +4 bonus if you have her Celestial Obedience.

Cassisian Detective's Gap-Spanner (Rank 10)—Together, you and the Cassisian Detective span the gaps between facts, ideas, and even creatures, so you are never completely separated. Once per day you can spend three full-round actions to activate the Cassisian Detective's careful teamwork performance, as if he himself had done so, but the performance only affects you. It lasts for 10 minutes instead of the usual hour. If you have a campaign trait with the Cassisian Detective, double all trait bonuses you receive from the trait.

RANK-UPS

Rank 1—The Cassisian Detective introduces himself more directly to the PC, though he doesn't mention that he works for the Silence Between (if many people know, it makes it harder for him to complete his obedience). He asks the PC about herself, and though he might already know the answers from his time watching the party as a helmet, he is quite interested in how the PC chooses to answer his questions.

DC 12 Diplomacy. On failure, the Cassisian Detective asks to speak with the PC again. He secretly files away the details of both (and any further) such conversations with his perfect memory to search for discrepancies.

Rank 2—The Cassisian Detective shares three riddles with the PC. He prefers riddles with answers like "Nothing" or "A hole", though he also likes the famous riddle starting "The beginning of eternity..." whose answer is "The letter e". He is interested to see how the PC goes about solving the riddles.

Three DC 12 Int checks, one for each riddle (if the PC rolls close enough to 14, consider allowing the player to solve the riddle, though if you use famous riddles, this may not be an interesting challenge). On any given failure, the Cassisian Detective tells the PC to take her time and come back when she has another guess. Once a PC solves all the riddles, the Cassisian Detective is pleased and asks the PC to give him her best riddle, if she has one.

Rank 3—The Cassisian Detective decides to challenge the PC to see if she can understand the importance of silence in sound. He takes her to a quiet place and asks her to close her eyes and listen for the most important clue.

DC 16 Perception. On failure, the PC hears a quiet sound in that area and incorrectly determines it to be the sound the Cassisian Detective meant. On success, the PC is able to realize that the Cassisian Detective means that the overall silence is the most important clue, as it allows the focus that makes other clues stand out. The Cassisian Detective tells the PC that the gaps between things are the most important part of a mystery because the ability to bridge those gaps through logic and deduction allows a detective to piece together a narrative explanation that ties together all the clues and eventually solves the case.

Rank 4 (Breakthrough)—The Cassisian Detective is in quiet thought about his current case.

DC 20 Sense Motive. On failure, the PC thinks the Cassisian Detective wants to talk about something, but the PC instead breaks his concentration. On success, the PC realizes to wait for a time instead. Eventually, the Cassisian Detective is pleased by the PC's deduction, and decides to give the PC a riddle whose answer is "shadow".

DC 15 Int check. On failure, the Cassisian Detective gives the PC time to solve the riddle. On success, the Cassisian Detective nods approvingly and asks the PC to solve the mystery of why the Cassisian Detective offered the PC that particular riddle.

DC 20 Knowledge (religion). On failure, the PC can't figure out why the riddle was significant, and the Cassisian Detective suggests to think on it. On success, the PC can piece together from various clues in the Cassisian Detective's behavior and outlook that the Cassisian Detective was hinting at his own faith in the Silence Between, who is also known as Lady Luck's Shadow.

Future PCs use the next version of Rank 4 instead.

Rank 4—The Cassisian Detective wonders if the PC has been thinking about the mystery of his divine patron. He wonders if the PC can put the clues together.

DC 20 Knowledge (religion). On failure, the PC is unable to solve the mystery for now, and the Cassisian Detective suggest that she re-examine the evidence. On success, the Cassisian Detective nods in approval and admits that the PC has deduced his patron correctly.

Rank 5—The Cassisian Detective wonders what the PC knows about cassisians, and whether they understand what makes him unusual among his kind.

DC 20 Knowledge (planes). On failure, the PC still likely knows whatever she has seen him do up to this point. On success, the PC realizes that cassisians have absolutely perfect memories, a fact that is somewhat at odds with the Cassisian Detective's focus on gaps, since the lack of gaps would, by his own reasoning, prevent the Cassisian Detective from using deductions to tie together the clues. The Cassisian Detective agrees, and he explains to the PC that he performs unusual exercises with his memory to hone his skills and generate gaps, wherein he writes down certain information and then removes the memory, challenging himself to fill in the gaps and see if he can determine it accurately and quickly.

Rank 6—The Cassisian Detective has a new challenge for the PC. He has just invented a new cipher, and wonders if the PC would like to crack it.

DC 22 Linguistics. On failure, the Cassisian Detective tells the PC to keep trying. On success, the Cassisian Detective is impressed and wonders if the PC thinks she can devise an even more challenging cipher.

Rank 7 (Breakthrough)—The Cassisian Detective is contemplating the holes and gaps between his own impulses and actions. He would like the PC to go elsewhere and have her own solitary contemplation, after which they could bridge the gap and compare their experiences, but he says nothing.

DC 25 Sense Motive. On failure, the PC doesn't realize what he'd like her to do and likely stays to wait for him or tries to engage in conversation. Either way, his concentration is broken and he tries again later. On success, the PC figures out his intention and can separate and rendezvous after some solitary contemplation. The Cassisian Detective congratulates the PC on determining his intent and asks the PC what mystery she thinks is the most important mystery of all.

DC 17 Int. On failure, the PC either isn't sure or comes up with an answer that doesn't seem thorough or thought-through enough to satisfy the Cassisian Detective, so he suggests that she think about it some more. On success, the Cassisian Detective is satisfied with her answer and then poses a question of his own: in the essence of the thing, what is a detective?

DC 25 Knowledge: Religion. On failure, the PC's answer comes at a cursory level, and the Cassisian Detective tells her to dig deeper. On success, the PC's explanation of the nature of a detective is backed by theological doctrine from the worship of Verity, empyreal lord of detectives, and the Cassisian Detective is pleased. He, with a somewhat uncharacteristic passion, tells the PC that he very much admires Verity and her principles and *modus operandi*. In fact, he admits, he met her in person when working on a mystery in the Upper Planes. He tells the PC that they are now fellow detectives and *confidantes*, and so they must work together to solve the world's deeper mysteries. Future PCs use the next version of Rank 7 instead.

Rank 7—The Cassisian Detective wants to hear what the PC thinks is the most important mystery of all.

DC 17 Int check. On failure, the PC either isn't sure or comes up with an answer that doesn't seem thorough or thought-through enough to satisfy the Cassisian Detective, so he suggests that she think about it some more. On success, the Cassisian Detective is satisfied with her answer.

Rank 8—The Cassisian Detective is interested in seeing how the PC analyzes an area for clues, and he suggests that they practice an exercise together to improve their efficiency at determining potentially-important details. The Cassisian Detective lets the PC examine an area for a short time and then go elsewhere. Afterwards, he asks her several questions about potential clues.

DC 26 Perception and DC 18 Int together. On failure, the Cassisian Detective suggests that they keep practicing together. On success, the Cassisian Detective is impressed, and he admits that sometimes his perfect memory can be a hindrance in sifting out only the most important details, which makes watching how the PC decides to sift and store information very useful to him.

Rank 9—The Cassisian Detective is thinking about the fact that stories, tales, and histories are one of the ways that people without perfect memory make certain facets of life, the past, and their surroundings salient, like links to bridge the gaps and reveal mysteries of the world around them. He wonders what the PC thinks about the field of history.

DC 28 Knowledge (history). On failure, the PC's answer doesn't satisfy the Cassisian Detective's urge to understand history in the context of revealing mysteries. On success, the Cassisian Detective is pleased, and he decides that historians and storytellers are also detectives of sorts, as they teach through vicarious experiences so that others need not experience those same things themselves.

Rank 10 (breakthrough)—The Cassisian Detective wonders more about the mystery of his own thoughts and actions and what leads people and outsiders to act in the ways they do.

DC 30 Sense Motive. On failure, even if the PC waits for him or heads elsewhere, the Cassisian Detective doesn't feel like sharing this time. On success, the PC recognizes from before that the Cassisian Detective is wondering about the mystery of impulse and action, and more specifically is thinking about his own decision to become a detective and about Verity. If the PC hasn't already, she gets the sense that the Cassisian Detective is, unbeknownst to him, chastely infatuated with Verity. If the PC mentions this theory, the Cassisian Detective is intrigued, admitting that now that she mentions it, he believes she is correct about his feelings, and he seeks to explore it further. He tells the PC that as a servant of an azata empyreal lord, spontaneity, independence, and chaos are part of his nature, but these are tempered by his tendencies as a detective to be methodical, logical, and thorough. To a being of chaos, the imposition of lawful tendencies could be seen as a form of mind control. Are his feelings real and his own, or are they an imposition from his personal interaction with a lawful being like Verity?

DC 30 Knowledge (religion) and Diplomacy. On failure, the PC's answer isn't enough to satisfy the Cassisian Detective, and he tells the PC that he is concerned by this line of thought and so definitely wishes to talk again later. On success, the PC uses philosophy as well as personal persuasiveness to convince the Cassisian Detective one way or the other on the question of what his feelings mean. The Cassisian Detective is impressed, and declares that the PC has clearly surpassed him as a detective of the deeper things in life. He asks the PC if she would do him the honor of giving him a mystery to solve, tied to whatever she said was the deepest mystery of all (in the Rank 7 rank up), so that he can ponder it and some day give her his answers.

Intelligence DC 20. On failure, he tells the PC there is no rush. On success, he nods happily and tells the PC that the two of them will always be there to cross each other's gaps, thinking and living in the space between as they work to solve the deepest mysteries. He asks the PC to always keep in touch after their adventures together are over, no matter the distance between them.

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