



# HOMEBREW INSPECTOR CLASS

D&D 5e

Dear reader,

ARAKLON RPG was founded in Turkey in 2020 August on discord app with hopes to promote the spirit of TTRPG culture among the Turkish speakers. I designed this 5e class in order to satisfy the need of players out there who like to stir things up ,much like myself, and provide a brand new feel to their tables.

Within this document you will find 3 Inspectoral Archetypes:

- Arcane Savvy
- Detective
- Bounty Hunter

Enjoy

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# INSPECTOR CLASS

**A**n urchin in ragged clothing looks down the street in the middle of the night. The place is dimly lit by three lights in a line. There is not a single soul except for a stray dog at the entrance of the dark alley in distance. The boy can hear someone approaching in the alley "I am telling you, that can as well be the murder weapon. How can you be so oblivious to the objective and empirical facts? True meaning lies in the details. Now gimme that thing!". A man wearing a trench coat and a cane walks out of the alley, spooking the dog away. From distance the boy can see him carrying a single filthy boot with him.



## A LIFE DEVOTED TO SCIENCE

As a master of observation, you have honed your skills that every individual operating in your circles would need. Yet, let's be honest, you are a peerless individual. Being skilled at what you do requires a lot of indoor and outdoor experimentation that from time to time might have rather driven you to being sort of a recluse. That leaves you with having all the skills you need to observe social life but not quite enough to help you comprehend all interactions with others, nor their unreasonable demands and banal sense of humor.

## THE ANSWER IS KNOWLEDGE

The inspector believes that once you eliminate whatever stands in your way the revealed empirical data would lead one to the truth.

The inspector takes great pleasure in besting others using wits and cunning. That pleasure though is never for boasting but simply for satisfying the need to prove others that they are wrong.

The inspector takes on a challenge quicker than other people.

### THE INSPECTOR

#### Poficiency

Level	Bonus	Features
1st	+2	Bartitsu Initiate (unarmedd4), Defense of Intellect, Thieves's Cant
2nd	+2	Keen Reflexes
3rd	+2	Inspectoral Archetype
4th	+2	Ability Score Improvement
5th	+3	Observant and Instinctive, Expertise
6th	+3	Deflect Projectiles (roll 7-9)
7th	+3	Inspectoral Archetype Feature
8th	+3	Ability Score Improvement
9th	+4	
10th	+4	Expertise, Bartitsu Initiate (unarmed d6)
11th	+4	Inspectoral Archetype Feature
12th	+4	Ability Score Improvement
13th	+5	
14th	+5	Deflect Projectiles (roll 5 and above)
15th	+5	Inspectoral Archetype Feature
16th	+5	Ability Score Improvement
17th	+5	
18th	+5	Elusive
19th	+5	Ability Score Improvement
20th	+5	

## CREATING AN INSPECTOR

As you create your inspector character, consider the reasons behind why you have such an eccentric nature, sharp skills, and how come you are strongly connected to social life and very much socially impaired at the same time.

Was it your upbringing? Or did you always have a keen eye for observing others from a young age? Were you offered an apprenticeship by someone that noticed how different you were from the other kids? What attracts you to knowledge? Is it pride and ego or a complex sense of self-actualization? Perhaps you ended up having your current occupation as a result of a successfully determining the reason behind a myth where others failed to do so. Or maybe you have always been determined to do that once you've become a grown-up.

## QUICK BUILD

You can build an inspector quickly by following these instructions. First, Intelligence should be your highest ability score, followed by either Dexterity or Constitution based on the archetype you are planning to emulate at 3rd level.

# CLASS FEATURES

As an inspector, you gain the following class features:

## HIT POINTS

**Hit Dice:** 1d8 per inspector level

**Hit Points At First Level:** 8 + your Constitution modifier

## PROFICIENCIES

**Armor:** -

**Weapons:** Gentleman's accessories, Finesse Weapons, Firearms

**Tools:** Choose one type of artisan's tools and one of disguise kit, forgery kit, poisoners kit, thieves tools

**Saving Throws:** Dexterity, Intelligence

**Skills:** Investigation + Choose any two

## EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- a finesse weapon (inspectors will not wield gruesome and "banal" weapons)
- (a) a whip and a pistol/revolver or (b) 6 throwing knives (d4)
- An adventurer's pack or a burglar's pack or a scholar's pack

## BARTITSU INITIATE

At 1st level, your practice of Martial arts gives you mastery of combat styles that use unarmed strikes and bartitsu accessories, which are pocket square (distraction), walking stick (d6, versatile), umbrella (d6, versatile).

You gain the following benefits while you are unarmed. In order to gain this benefit you must not be wearing an armor and not wielding a shield:

- You use dexterity instead of strength for the attack and damage rolls of your unarmed strikes.
- You can roll a d4 in place of the normal damage of your unarmed strike.
- This feature can be applied on those whose anatomy you are familiar with.

When you reach this level you are an experienced bartitsu practitioner and that allows you to understand how to use your opponents weaknesses to your advantage and combine it with your knowledge of anatomical features of the creatures you study. Human form is what you are most familiar with. Choose more one of the following creature types:

- Aberration
- Beast
- Construct
- Elemental
- Fey
- Fiend
- Humanoid (owned)
- Monstrosity

At level 10 you can roll a d6 for your unarmed strikes instead of a d4 for attacking the creatures whose anatomy you know well.

In addition if you choose to use a walking stick or an umbrella, you can use your reaction to anticipate an attack and reduce the damage rolled by these creatures. Check out *Keen Reflexes* below.

## DEFENSE OF INTELLECT

Beginning at 1st level, while you are wearing no armor and not wielding a shield, you can add your intelligence modifier on the top of your AC as a result of your extensive knowledge and practice of bartitsu. That means your AC equals to 10 + DEX + INT modifiers,

## THIEVES' CANT

The time you spent in the streets have taught you what is known as thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of

secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild or whether danger is nearby.

## KEEN REFLEXES

At 2nd level you have taught yourself how to anticipate your opponents movements. If an enemy within 5 feet of you takes an attack action towards you or an ally you can use your reaction to parry, distract, roll a perception or insight check, or interact with your surroundings.

Using this feature if you wish to parry or distract, first you need to anticipate an attack or the nature of an attack you know is to come. In order to determine if you can successfully anticipate an attack, roll a 5 or 6 out of a d6. Upon rolling a success you can roll;

- **parry.** Roll a d4 + half your Intelligence modifier rounded down and subtract it from your enemy's damage roll. This only works only if you are wielding a walking stick or an umbrella.

If the total number is equal or more than the attacker's damage roll, you disarm them. The weapon slips away from their hands and drops in a number of feet equal to half your Dexterity score.

- **distract.** Toss your pocket square into the face of an opponent and roll a DEX (sleight of hand) check opposed with a perception check. Upon a successful delivery you cause a disadvantage to your opponent.

- **roll a perception or insight check.** A successful perception check can reveal how you can use your surrounds to your benefit or the weakness of your opponent's armor and weapon for a future use. A successful insight check on the other hand can reveal your opponent's intentions or even an pre-existing wound.

- **interact with your surroundings.** Using this feature you can use your surroundings to your advantage such as grabbing and tossing objects. This interaction cannot be used for a purpose of harming your opponent but to gain advantage in that specific moment. It is at DM's discretion to provide you pre-existing intractable objects and any potential way to use it.

## INSPECTORAL ARCHETYPES

At 3rd level you choose an inspectoral archetype that you strive to emulate in your combat styles and techniques. Choose **Arcane Savvy**, **Detective** or **Bounty Hunter**, all detailed at the end of the class description. The archetype you choose grants you more features at 7th level, and again at 11th and 15th level.

## ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, and 16th level you can increase one ability score of your choice by two or you can increase two ability scores of your choice by 1. As normal you can't increase in ability score above 20 using this feature. 2nd level you have taught yourself how to anticipate your opponents m

## OBSERVANT AND INSTINCTIVE

By 5nd level, your instincts are so honed that you can add half your Intelligence modifier rolled down on the top of your Dexterity modifier for your initiative rolls. Starting from 7th level, you gain advantage on initiative checks. Additionally, if you are supposed to be surprised at the beginning of combat and aren't incapacitated, instead you can choose to act normally.

## EXPERTISE

At 5th level choose two of your skill proficiencies. Your proficiency bonus is doubled for any of the check you make that uses either of the chosen proficiencies.

This feature gives you an additional expertise of any skill you choose at 10th level.

## DEFLECT PROJECTILES

Starting at 6 th level, when you are holding a gentleman's weapon in your hand, you can use your reaction to deflect or catch an arrow when you are hit by a ranged weapon attack. In order to determine the outcome, roll a d10. While a result ranging 7-9 deflects the arrow, a natural 10 means you successfully managed to snatch it out of the air. If you roll a natural 10, your DM can allow you to use this to your advantage in a number ways that does not include throwing it back to the shooter.

Starting from 14<sup>th</sup> level, rolling 5 and above deflects and rolling 9 or 10 snatches the arrows.

## CUNNING GENTLEMAN

Beginning at 18th level, you are so evasive that attackers rarely gain the upper hand against you. No Attack roll has advantage against you while you aren't Incapacitated.

## INSPECTORAL ARCHETYPES

Life works in different ways for each individual and presents its offerings based on her own agenda. But sometimes the individual gets a chance to decide whether to go with it or shape it to their will. The inspectoral archetype you choose to emulate reflects your personality and the way you perceive life.

1d6 magic absorption, once in 24 hours roll for resisting elemental damage types

### ARCANE SAVVY

In your study of occult objects you unearthed a number of magical items among which is a pair of the gauntlets that are known to be worn by Jolien Wagg, a gnome wizard whom used them to enhance his arcane abilities. Upon wearing the gauntlets you start to feel the arcane energy running through your veins, yet it takes you a while to figure out how to operate them. Arcane energy, once unknown to you begins to grow familiar and over the time you complete your research and study over it, you begin to comprehend but a fragment of its powers. You gain a number of cantrips specified in the chart below:



ARCANE SAVVY			
Cantrips		Cantrips	
Level	Known	Level	Known
1st	-	11th	5
2nd	-	12th	5
3rd	3	13th	5
4th	3	14th	5
5th	3	15th	6
6th	3	16th	6
7th	5	17th	6
8th	5	18th	6
9th	5	19th	6
10th	5	20th	6

Following list consists of cantrips you can choose or simply roll a d20: Blade Ward, Control Flames, Dancing lights, Friends, Guidance, Gust, Thaumaturgy, Light, Mage Hand, Magic Stone, Mending, Message, Minor Illusion, Mold Earth, Prestidigitation, Resistance, Shape Water, Sword Burst, True Strike, Vicious Mockery.

### MAGIC ABSORPTION

When you reach level 7 you discover that these peculiar gauntlets have the ability to absorb magical damage types. When you or a creature within 10 feet of you takes acid, cold, fire, force, lightning, or thunder damage, you can use your reaction to absorb that damage a number equal to 1d6 + your Intelligence bonus. When you reach level 11 that becomes 2d6 + your Intelligence bonus and again 3d6 + your Intelligence bonus at level 15.

### MAGIC RESISTANCE

At level 15 your gauntlets reflect their resistance on you. If the damage absorbed by *Magic Absorption* feature roll is less than half of the damage, you only receive half the damage. For instance, with an Intelligence score of 16, you have +3 bonus to your Intelligence checks. Let's assume you receive 40 fire damage and using your reaction to roll a 3d6 + 3. The total number is 18, nevertheless your gauntlets still absorb 20 damage.

### DETECTIVE

The archetypal detective focuses on finding the true knowledge. He sees every conflict, dispute and quarrel as a puzzle to solve and he's got the necessary tools to do so. The detective gains *advantage* on investigation rolls.

### GOVERNING VESSEL EXPLOITATION

At 3rd level when you choose this archetype, as a result of your extensive anatomical studies. You know how to strike exploiting your foe's physiological weaknesses. Once per turn you can deal with extra 1d4 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use unarmed strikes.

## BESTOW STIFF MUSCLES

Beginning at 7th level, when you make an unarmed attack against one creature whose anatomy you are familiar with within 5 feet of you, the target suffers the attack's normal effects and then its muscles become stiff with a crippling sense and cannot take any reactions. If the target willingly moves 5 feet or more, the target takes necrotic damage equal to your Intelligence modifier. This feature's effects last until the start of your next turn and can use it a number of times that is equal to your intelligence modifier until the next long rest.



## SMART PANTS

When you reach 11th level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your bonus action to roll a 1d6 and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the GM determines whether the Attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being Charmed. You can use this ability up to half of your Intelligence modifier rounded down. You regain used number of this feature when you finish a long rest.



At 15<sup>th</sup> level when you use this feature you can roll a 2d6 and subtract from your target's roll.

## DAMPEN DAMAGE

Starting at 11<sup>th</sup> level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you. This feature can be used one time during a turn. In order to use this feature you must be wielding a gentleman's weapon.



## BOUNTY HUNTER

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Those who adopt archetypal Bounty Hunter master the knowledge of the skills of combat. The time they spend at training and learning combat tactics pays off.

### FIGHTING STYLE

At 3<sup>rd</sup> level you adopt a particular style of fighting as your specialty. Choose one of the following options:

**Blind Fighting.** You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

**Dueling.** When you are wielding a gentleman's weapon in one hand and no other weapons or shields, you gain a +2 bonus to damage rolls with that weapon.

**Thrown Weapon Fighting.** You can draw a finesse weapon that has the thrown property as part of the attack you make with the weapon.

- In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.

### ACTION SURGE

Starting at 1<sup>st</sup> level when you choose this archetype you can push yourself beyond your normal limits for a moment. On Your Turn, you can take one additional action on top of your regular action.

Once you use this feature, you must finish a short or Long Rest before you can use it again. Starting at 15<sup>th</sup> level, you can use it twice before a rest, but only once on the same turn.

### REFLEX MOVES

At 7<sup>th</sup> level, you learn Reflex Moves that are fueled by special dice called reflex dice.

**Reflex Dice.** You have two reflex dice, which are d6s. A reflex die is expended when you use it. You regain your expended reflex dice when you finish a short or long rest. When you reach 11<sup>th</sup> level your number of reflex dice become three and four at 15<sup>th</sup> level.

**Saving Throws.** Some of your reflex moves require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Reflex Moves save DC

8 + your proficiency bonus + half your Dexterity modifier (rolled down) and half your Intelligence modifier (rolled down)

**Reflex Moves.** You learn two reflex moves of your choice. Many reflex moves enhance an attack in some way. You can use only one reflex move per attack. You learn one additional reflex moves of your choice at 11<sup>th</sup>, and 15<sup>th</sup> level.

**Disarming Attack.** When you hit a creature with a weapon attack using a gentleman's weapon, you can expend one reflex die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the reflex die to the attack's damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

**Distracting Strike.** When you hit a creature with a gentleman's weapon attack, you can expend one reflex die to distract the creature, giving your allies an opening. You add the reflex die to the attack's damage roll. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

**Observing Gaze.** Starting at 7th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Strength score
- Dexterity score
- Constitution score
- Armor Type
- Approximation of current hit points

**Mocking Attack.** When you hit a creature with a gentleman's weapon attack, you can expend one reflex die to attempt to goad the target into attacking you. You add the reflex die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, whenever you or your allies make an attack roll against this creature, you do it with an advantage until the end of your next turn

**Acrobatic Move.** Pushing Attack. When you hit a creature with a gentleman's weapon attack or with an unarmed strike, you can expend one reflex die to attempt to drive the target back. You add the reflex die to the attack's damage roll, and if the target is your size or smaller it is pushed 10 ft. backward. If the target is one size larger than you it must make a Strength saving throw. On a failed save, you push the target up to 5 feet away from you. This push can trigger opportunity attack from your allies if they are 5 ft. from the target's initial position.

**Riposte.** When a creature misses you with a melee attack, you can use your reaction and expend one reflex die to make a melee weapon attack with a gentleman's weapon or an unarmed strike against the creature. If you hit, you add the superiority die to the attack's damage roll.

**Sweeping Attack.** When you hit a creature with a gentleman's melee weapon attack, you can expend one reflex die to attempt to damage another creature with the same attack. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your reflex die. The damage is of the same type dealt by the original attack.

**Trip Attack.** When you hit a creature with a gentleman's weapon attack or an unarmed strike, you can expend one reflex die to attempt to knock the target down. You add the reflex die to the attack's damage roll, and if the target is your size or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.

