Detective

Prowling at the edge of darkness, detectives chase down clues and pull on threads to unravel conspiracies which bring darkness into the world. Sometimes, this requires that you infiltrate a cult’s secret meetings, other times it calls on you to reconstruct a man’s last moments at a murder scene, but no matter what the mystery, you know that there is always an explanation.

INVESTIGATOR'S HUNCH

Starting when you choose this specialization at 3rd level, you can unravel even the toughest of mysteries. If you spend at least 10 minutes combing through documents and arranging clues, you can make an Intelligence check with advantage.

TRINKETS

By 3rd level, you’ve collected a number of magical trinkets to aid you in tracking supernatural creatures and unraveling mysteries. You can use the following trinkets:

Glass Medallion. As a bonus action, you can cast the spell invisibility, targeting yourself only, once without using a spell slot or spell components.

Fogstone Periapt. As a bonus action, you can cast the spell misty step once without using a spell slot or spell components.

Skeleton’s Key. As a bonus action, you can cast

the spell knock once without using a spell slot or spell components.

PREDICTIVE INTUITION

By 6th level, you can turn your skills at reconstructing events towards anticipating the next likely moment of a fight. As a bonus action, you can examine the movements of a creature you can see within 30 feet. You can choose to add 1d4 to your next attack roll targeting that creature before the start of your next turn, or you can choose to subtract 1d4 from the creature’s next attack roll against you before the start of your next turn.

INTERROGATOR'S INSTINCT

At 10th level, you are so accustomed to uncovering the truth that you can sense the intents behind someone’s voice. You can tell if a creature that you can hear speaking is charmed, possessed, or otherwise enchanted to speak against their will, and you have advantage on any ability check you make to determine if you hear a lie.

POWER OF DEDUCTION

Starting at 14th level, you can use your action to examine a creature you can see within 30 feet, taking note of innumerable details and making a lengthy string of logical deductions. For the next minute, you have advantage on Intelligence and Charisma checks you make to interact with this creature, and you have advantage on attack rolls against them.

Once you use this ability, you can’t use it again until you finish a short or long rest.

Exterminator

An exterminator suffers no monster to live. Trained in the art of slaying aberrations, fiends, and undead,

you stand against evil where others falter, and draw your blade before others recognize a threat. Grand schemes and plots are less important than retribution against those monsters which stalk the night, and your thirst for such retribution is unquenchable. There is always another werewolf to be slain, another vampire to be staked, another demon to be banished; people rarely thank you, but you find satisfaction enough in your work.

BONUS PROFICIENCIES

Starting when you choose this specialization at 3rd level, you gain proficiency with martial weapons and medium armor.

TRINKETS

By 3rd level, you've collected a number of magical trinkets to aid you in the elimination of monsters and other fiendish threats. You can use the following trinkets:

Consecrated Whetstone. As a bonus action, you can cast the spell magic weapon once without using a spell slot or spell components.

Gilded Dragon Scale. As a bonus action, you gain resistance to one damage type of your choice for a minute.

Wyverntooth Necklace. When you hit a creature with a melee weapon attack, you can use your bonus action to activate this trinket, dealing an additional 2d6 acid damage to the creature.

MONSTER SLAYER

Beginning at 6th level, when you use the Attack action, you can make one weapon attack as a bonus action. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once) and regain all expended uses when you finish a

short or long rest.

SILVERED EDGE

Starting at 10th level, whenever you deal damage to a creature with a weapon attack, it can’t regain hit points until the start of your next turn. Additionally, when you reduce a creature to 0 hit points, it can’t be raised as an undead creature nor be returned to life for 7 days.

KILLER INSTINCT

Starting at 14th level, you can use your Exploit Weakness feature twice on your turn, but can’t use it against the same target more than once.

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