Investigator features

Expertise

At 1st level, choose two of your skill proficiencies; your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.
At 6th level, you can choose two more of your proficiencies to gain this benefit.

Ritualist

You maintain a grimoire brimming with magical rituals, your most potent tools to defeat supernatural threats.

GRIMOIRE

At 1st level, you have a grimoire containing four 1st-level spells of your choice that have the ritual tag from any class’s spell list (the spells needn’t be from the same list). You can’t cast spells in your grimoire except as rituals, unless you’ve learned them by some other means.
Whenever you gain a level in this class, you can add an additional ritual spell from the Investigator Rituals list to your grimoire at no cost. The Ritual Level column on the Investigator table shows the maximum spell level you can add to your grimoire.
Additionally, whenever you find a ritual spell on your adventures, you can add it to your grimoire if it is on the Investigator Rituals list of a level you can add to your grimoire. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it.

BONUS RITUALS

As an investigator, you can treat specific spells as if they had the ritual tag, allowing you to add them to your grimoire and cast them as rituals. These spells are listed on the Investigator Rituals table to the right.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your ritual spells, since you master your spells through deduction and cunning. You use your Intelligence whenever a spell refers to your spellcasting ability.
In addition, when you cast an investigator ritual or a spell offered to you by a feature in this class, you use your Intelligence modifier when setting the saving throw DC and making an attack roll.
Spell save DC = 8 + your proficiency bonus + your Intelligence modifier
Spell attack modifier = your proficiency bonus + your Intelligence modifier

Myths and Legends

At 2nd level, you are extremely adept at uncovering knowledge which pertains to eldritch threats and forgotten legends. You have advantage on Intelligence checks related to researching creatures, spells, and other ancient or secret lore.

Rushed Incantation

Beginning at 2nd level, you can hastily perform any ritual spell in your grimoire that has a casting time of 1 action, completing the ritual as a bonus action. If the ritual requires spell components worth 100 gp or less, you cast it without using spell components. You can use this feature a number of times equal to your Intelligence modifier (minimum once), and regain the ability to do so when you finish a long rest.
As you gain higher levels in this class, you can use this feature additional times. You can use it once more at 5th level (Intelligence modifier + 1), 9th level (Intelligence modifier + 2), 13th level (Intelligence modifier + 3), and 17th level (Intelligence modifier + 4).

Occult Specialization

At 3rd level, you choose a specialization, an area of expertise in handling eldritch threats. Your specialization choices are detailed at the end of the class description. Your specialization choice grants you features at 3rd level and then again at 6th, 10th, and 14th level.
Investigators of all stripes share the broad goal of combating the occult, but their methods vary wildly. Some emphasize cutting down monsters and banishing demons, while others believe that uncovering secrets and compiling critical information is the surest method for eliminating supernatural threats. When an investigator gains enough experience, they can steer their approach, including their specific techniques they employ and the trinkets they carry, into an

occult specialization, a school of thought for handling eldritch threats.

Antiquarian - Festooned with powerful magical trinkets of all shapes and sizes
Archivist - A scholar which collects scraps of ancient lore
Detective - Chases down clues and unravels crimes with their impressive intellect
Exterminator - Hunts down vampires, lycanthropes, and beasts which stalk the night
Inquisitor - An agent of the church that performs exorcisms and roots out heresy
Medium - Foretells events of the future using a magical connection to the dead
Occultist - A magician borrowing spells from wizards and warlocks
Spy - Infiltrates with perfect disguises and unmatched charm

TRINKETS

Investigators of each specialization also collect a number of supernatural trinkets. Once you use one of your trinkets, you can't this feature again until you finish a short or long rest. As you gain higher levels in this class, you can use your trinkets additional times: You can use them once more at 5th level (2 uses), 11th level (3 uses), and 17th level (4 uses).

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Exploit Weakness

Most supernatural creatures have some form of weakness, a gap in their armor that allows them to be defeated. Starting at 5th level, once on each of your turns when you hit a creature with a weapon attack, it is treated as if it has vulnerability to the weapon's damage. Vulnerability from this feature only doubles your weapon damage dice and your ability modifier; do not double additional sources of damage, such as spells and other class features.
Additionally, the attack, as well as all other attacks made against the creature until the start of your next turn, are considered magical for the purposes of bypassing damage resistance and immunity.

Opportunistic Piety

By 7th level, you always keep a wide array of holy symbols and blessed items on your person, even if you aren't particularly pious. When you use your Opportunistic Piety, you choose which effect to create from the list below. You must then finish a short or long rest to use your Opportunistic Piety again.

Banish. You cast the spell banishment without using a spell slot. If the target is a fey, fiend, or undead and fails its saving throw against this spell, it also takes radiant damage equal to your level.

Miracle Healing. As an action, divine light from your hands knit the wounds of a willing creature you touch. That creature regains a number of hit points equal to twice your investigator level. This ability has no effect on undead or constructs.

Warding. As an action, you trace a holy symbol on a creature within 5 feet of you, warding it from harm. For the next minute, aberrations, celestials, fey, fiends, and undead which touch the target creature or hit it with a melee attack take 1d12 radiant damage.

Supernatural Resolve

At 9th level, you gain an extreme resilience to the attacks and effects of the creatures you regularly investigate. You can't be possessed or charmed, and you gain resistance to both psychic and necrotic damage.

Finisher

Beginning at 11th level, you know exactly how to bring a monster down. When you take the Attack action and hit a creature with a weapon attack, you can deal an extra 2d8 damage to the creature. If the creature has less than half its hit points remaining, you can instead deal an extra 4d8 damage to the creature.

Enigma Arcane

At 13th level, you uncover a magical secret connected to a wellspring of potent magic. You can cast one of the following spells once without expending a spell slot: *mirage arcane*, *plane shift*, *reverse gravity*, *sequester*, or *teleport*. You must finish a long rest before you can do so again.

At 15th level, you can also cast one of the following spells without expending a spell slot: *antimagic field*, *glibness*, *maze*, or *mind blan*k. You must finish a long rest before you can do so again.

At 17th level, you can also cast one of the following spells without expending a spell slot: *astral projection*, *gate*, or *weird*. You must finish a long rest before you can do so again.

Exorcist

Beginning at 18th level, you can cast the spell protection from evil and good without using a spell slot or spell components.

Spellbinder

By 20th level, many rituals you perform have become second nature to you. Select five ritual spells in your grimoire with a casting time of 1 action. You can cast these spells as a bonus action without using a use of Rushed Incantation, and you can do so without
your grimoire on hand. If the ritual requires spell components worth 100 gp or less, you cast it without using spell components.

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