

THE CONSULTANT

In our world, a good consultant is an Excellent Problem investigator, Fast learner, Communicator, a Team player, Decision maker and Solution provider. There is no reason it should be different in a Fantasy World. Exalted Experts, the Consultants may enhance the productivity of your adventuring party. Just let them try, and keep them a part of the loot!

THE CONSULTANT

Level Proficiency Bonus Features

1st	+2	Helpful, Expertise, Combat Wits
2nd	+2	Consultant Archetype
3rd	+2	Helpful (d6)
4th	+2	Ability Score Improvement
5th	+3	Master Instructor, Expertise
6th	+3	Lean on Me
7th	+3	Consultant Archetype feature
8th	+3	Ability Score Improvement
9th	+4	Backup Power, Helpful (d8)
10th	+4	Ability Score Improvement
11th	+4	Reliable Talent, Expertise
12th	+4	Ability Score Improvement
13th	+5	Consultant Archetype feature
14th	+5	Use Magic Device
15th	+5	Team Work
16th	+5	Ability Score Improvement
17th	+6	Consultant Archetype feature
18th	+6	Single-Minded
19th	+6	Ability Score Improvement
20th	+6	Team Work (Second use)

QUICK BUILD

Select from 2 archetypes : Investigator or Communicator
Quick build : The favoured abilities score are Intelligence and Charisma. The secondary ability score is Wisdom. The background should be related to the skills the character intend to get expertise for.

Multiclassing note : INT or CHA at min 13 is required;
proficiencies granted : simple weapons, 1 skill, 1 tool.

CLASS FEATURES

As a consultant, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per consulting explorer level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per consulting explorer level after 1st

PROFICIENCIES

Armor: None

Weapons: Simple weapons

Tools: Choose one from Alchemist's Supplies, Poisoner's kit, Disguise kit, Calligraphy kit

Saving Throws: Wisdom, Intelligence

Skills: Choose four from Investigation, Perception, Insight, Stealth, Intimidate, Deception, Streetwise, Arcana, History, Medicine, Nature, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background: any simple melee weapon



ABILITIES

Combat Wits Your wits help heading toward danger. While you are wearing no armor and not wielding a shield, your AC equals 10 + your Intelligence modifier + your Wisdom modifier.

Helpful: Fast learner and good teammate, you can take the Help action as a bonus action. You can still help a different creature as your main action.

You may aid a friendly creature within 30 feet of you in attacking a creature. You should be able to see or hear the target and your friend should be able to see or hear you. You or your friend don't have to be physically in contact with the attacked creature.

At 3rd level, when you use his Help (bonus) action, the creature who receives the help also gains a 1d4 bonus to the next d20 rolled for ability check, skills and attacks or add the bonus to the next attack's damage roll against one target after seeing the roll but before knowing whether it succeeds or not. The bonus raises to 1d6 at 5th level and 1d8 at 9th level. This bonus can be granted only once a round.

Lean on Me: Starting at 6th level, You can solve the most complex problem: restore determination. With a help (bonus) action, instead of the regular benefits, you help finding energy within any friendly creature. The creature may instantly use up to your Charisma ability modifier hit dices to heal up. This total may be splitted throughout the period before the target completes a long rest.

Backup Power: At 9th level, You can now remove fatigue. With a help (bonus) action, instead of the regular benefits, the creature may instantly use an hit dice to remove one level of exhaustion. This ability can be used only once before the target complete a long rest.

You can raise your teammates determination a step further; the creature benefits from 2 extra Hit points for any hit dice used to restore lost hit points through the Lean on Me feature.

Master Instructor: You are adept giving precise instructions to your audience. For skills for which you have expertise, other creatures you instructed that are not proficient with a skill may still roll a dice to contribute in group checks (with a +0 proficiency bonus). After an hour training, you can teach a skill for which you have expertise to one or more intelligent creature (maximum Charisma ability modifier at a time). The effect lasts up to the end of next long rest. Only 1 skill at a time may be learned that way.

Single-Minded: You are very focused on your task. You gain advantage on all saving throws while you are using a skill for which you get expertise. Once you are performing any combat action, bonus action or reaction, this ability turns inactive (you can still use free actions). Ex : using thieving tools, stealth, perception or investigation are skills likely to trigger traps or attacks.

Team Work: From The 15th level thereafter, you can push yourself beyond your normal limits for a moment (and get an action surge). You may also lend the benefit of this ability to another teammate. There is no restriction of class for the recipient ex: a spellcaster or a rogue may benefit from this ability. At 20th level, you can use it twice before a rest, but only once on the same turn.

NEW SKILL OR SKILL USAGE (*)

Disguise Kit for Scene Setup: You know how to hide evidence from a scene (usually a crime), as well as set up one.

Streetwise: reference

<https://www.reddit.com/r/DMAcademy/comments/b5wtf4/dd> is based on 3 abilities Streetwise (INT) Determine how much you know about a local city/location's current inhabitants, local lore, bureaucracy, etc (CHA) Get information from people in an urban area. (WIS) Shadowing a creature in a crowd or tracking in an urban area.



CONSULTANT ARCHETYPE

THE INVESTIGATOR

Your strongest weapon is not a dagger but your keen mind and quick wits. Detectives, Archaeologists, Scholars often belong to this archetype. Any character type relying on wits, not might and natural over supernatural may fit this archetype.

Favoured Ability Score: Intelligence

Scholar grants you 4 abilities at 2nd level

- 1) Your rational and you get advantages to any saving throws against illusions. 2) You gain investigation as a skill, or another proficiency from your class list if you already learned it. You have advantage on all Intelligence (Investigation) checks made while researching using downtime days.
- 3) You studied combat techniques. Your checks against being Disarmed, Grappled, Overrun, Shoved, Tumbled past, or Pushed Aside are advantaged, as are your saving throws against Battle Master maneuvers.
- 4) You can use search as a bonus action in combat.

Extraordinary Analysis

At 7th level, by spending some time inspecting an object or scanning a room, you can determine almost supernaturally detailed information about people and events related to them. If you spend at least 1 minute in quiet observation, you can deduce a timeline of events that took place. You can analyse information this way for a number of minutes equal to your Intelligence score. Once you use this feature, you can't use it again until you complete a short or a long rest. Litterature example: Prince Humperdinck in the Princess Bride story.

"Object Analysis." Inspecting an object allows you to determine facts about the object's previous owner and conditions. After observing an object for 1 minute, you learn where this object was created, how it found its way into your possession, and at least one significant personality trait about its previous owner. If the object was owned by another creature within the past year, you can spend 1 additional minute for each owner to learn the same information about that creature.

"Scene Investigation." As you analyse the area in your immediate vicinity (a room, a street, tunnel, clearing, or the like, up to a 50-foot cube per minute), you are able to determine the routine events that took place in this area, and the types of people travelled through it, going back a number of days equal to your Intelligence score. For each minute you spend observing, you discover one significant pattern or break in behavior that occurred in this location. A pattern may include individuals who wore a particular type of clothing or a group who belonged to a certain ethnicity. A break in behavior may include a fight, a dalliance that occurred, or the presence of a stranger. They may include more mundane events that are nevertheless important in your current situation.

Combat Awareness

From 13th level thereafter, you may add your intelligence ability modifier to the bonus granted by the help bonus action.

Superior Awareness At 17th level, your saving throws against illusion spells always succeed. You are also immuned to psychic damage caused by illusion magic. You have no truesight but have no penalty (disadvantage) in or outside combat from non-detecting invisible and shapechangers, using a 6th sense.



THE COMMUNICATOR

Your strongest weapon is not a bow but your charisma. Generals, politicians and orators often belong to this archetype. Any character type relying on charm, not might may fit this archetype.

Favoured Ability Score: Charisma

Distracting Yarn From 1st level, Your excessive verbosity may distract a creature who is attacking you. You may add your charisma ability modifier to your DC as a bonus action (when another creature hits you with a melee attack, you can use your reaction to add your charisma to your AC for that attack, potentially causing the attack to miss you). Creatures that can't be charmed and cannot hear you are immune to this effect.

Manipulate Emotions At 7th level, you have a way with words and can manipulate emotions on those around you. When you speak for 1 minute, you can emulate as a non-magical ability the calm emotions spell, using charisma as the ability modifier. You can use this feature once, then it requires a short long rest before it can be used again. No concentration is required, and the effect last for 1 hour. You can also make a target hostile about creatures of your choice (inverting the calm emotion effect); no concentration is required but the effect duration is still one minute.

Combat Presence

From 13th level, You may add you charisma ability modifier to the bonus granted by the help bonus action

Compelling Wits At 17th level, you have a way with words and can captivate those around you. to a crowd (at least six creatures) who can see and hear you and are not currently hostile, any one of the target creatures must make Wisdom saving throws with a DC of 8 + your proficiency bonus + your Charisma bonus. You can implant a suggestion of your choice in the mind of each creature that fails this saving throw that lasts for up to 8 hours. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself or do some other obviously harmful act ends the effect. Each creature pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the effect ends when the subject finishes what it was asked to do. You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a noble give their coin purse to the first homeless person they meet. If the condition isn't met before the effect expires, the activity isn't performed. If you or any of your companions damage the target, the effect ends automatically. You can use this feature once, then require a long rest before it can be used again.

THANKS TO <https://homebrewery.naturalcrit.com> for the template! and Ratsquatch for the Compelling wits ability at https://www.reddit.com/r/DnD/comments/4xuygi/5eroguish_a And for the Extraordinary Analysys ability [https://www.dandwiki.com/wiki/Investigator_\(5e_Subclass\)](https://www.dandwiki.com/wiki/Investigator_(5e_Subclass))

