

THE GURU

Guru is a Sanskrit term for a "teacher, guide, expert, or master" of certain knowledge or field. A guru is also one's spiritual guide, who helps one to discover the same potentialities that the guru has already realized. They are basically non-violent and are looking for followers. Just let them try to help you, and keep them a part of the loot!

THE GURU

Level	Proficiency Bonus	Features
1st	+2	Helpful, Expertise, Faith Healing
2nd	+2	Master Instructor
3rd	+2	Guru Archetype
4th	+2	Ability Score Improvement
5th	+3	Wits
6th	+3	Helpful (d6), Expertise
7th	+3	Guru 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	Guru Archetype feature, Helpful (d10)
14th	+5	Use Magic Device
15th	+5	Team Work
16th	+5	Ability Score Improvement
17th	+6	Guru Archetype feature, Helpful (d12)
18th	+6	Contagious Wits
19th	+6	Ability Score Improvement
20th	+6	Team Work (Second use)

QUICK BUILD

The favoured abilities score are Intelligence first then Charisma. Illumination comes from various sources: the background should be related to the skills the character intend to get expertise for.

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

CLASS FEATURES

As a Guide, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per Guide level

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

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

PROFICIENCIES

Armor: Light

Weapons: Simple Weapons

Tools: Choose one from Alchemist's supplies, Poisoner's kit, Disguise kit, Calligraphy kit, Forgery Kit and Thieves tools.

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, a tool kit, an explorer's pack and a prayer book.



ABILITIES

Faith Healing: Starting at 1st level, You can help people heal using their own faith in themselves. With a bonus action, a creature within 30' who can hear or see you may instantly roll One Hit Point Dice up to the least of your Charisma modifier (minimum 1) or your Guide level to regain hit points. It adds its Constitution modifier to each Hit Die rolled.

As a benefit from this feature, the target may roll from several attempts a maximum of hit dice equal to your Charisma modifier before completing a long rest.

Expertise: At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 6th and 11th level, you can choose two more of your proficiencies (in skills or with tools) as a gain from this benefit.

Helpful: Fast learner and good teammate, you can take the Help action as a bonus action. You can still 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 must be able to see or hear the target and the friendly creature should be able to see or hear you. Both of you don't have to be physically in contact with the attacked creature.

At 6th level, the creature who receives the help also gains a 1d6 bonus to the next (first) attack's damage roll against one target after seeing the roll but before knowing whether it succeeds or not. The bonus raises to 1d8 at 9th level, 1d10 at 13th level and d12 at 17th level. This bonus can be granted only once a round. The die is lost if not used before your next turn.

Master Instructor: At 2nd level, 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). "A creature can benefit from this ability until it finish a long rest. Only one skill at a time may be learned that way.

Wits Your wits help heading toward danger. You may substitute intelligence for dexterity to determine AC and Saving Throws.

Backup Power: At 9th level, you can use motivation to help revitalize your wounded allies during a Short Rest. If you or any friendly creatures who can hear or see you regain Hit Points by spending Hit Dice at the end of the Short Rest, each of those creatures regain a number of hit points per hit dice multiplies by your proficiency bonus, before any other bonuses. They also loose a level of exhaustion. A creature can loose a level of exhaustion once by this way; it must finish a long rest before it can benefit again.

Use Magic device By 14th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Team Work: From The 15th level thereafter, your coordination with your teammates is perfect. A creature of your choice within 30 ft. can take an additional action and a possible bonus action as part of your turn. Once you use this feature, you must finish a short or long rest before you can use it again. At 20th level, you can use it twice before a rest, but only once on the same turn.

Contagious Wits: From 18th level, you can substitute intelligence for dexterity for your initiative rolls. Also, Any creature you helped get a +4 initiative bonus for the next minute.

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.



GURU ARCHETYPES

THE OBSERVER

Your strongest weapon is not a dagger but your keen mind and quick wits. You are an active observer, but you humbly declare yourself a bystander. Past Detectives, Archaeologists and Scholars often belong to this archetype. Any character type relying on wits, not might and natural over supernatural may fit this archetype.

Bonus Skills At 3rd level, you gain perception and insight as skills, or another proficiencies from your class list if you already learned them. You have advantage on all Intelligence (Investigation) checks made while researching using downtime days.

Guru's Mark Also at 3rd level, you've become adept at tracking potential followers and nemesis. You may mark a creature you can see within 90 feet as a quarry. You have advantage on any Wisdom (Perception) or Wisdom (Survival or Streetwise) check you make to find it. The effect last for a week.

Superior Awareness At 7th level, you are anchored in reality and cannot easily be fooled. You get advantages to any saving throws against illusions, against Battle Master maneuvers and any insight roll. You are also able to split your attention easily. You can also use search as a bonus action in combat.

Extraordinary Analysis

At 13th 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.

Supreme Awareness At 17th level, your saving throws against illusion spells always succeed. You are also immuned to psychic damage caused by illusion magic. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it. You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.



THE FASCINATOR

Your strongest weapon is not a bow but your Charisma. Past 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 3th level, Your excessive verbosity may distract a creature who is attacking you. You may add your charisma ability modifier to your AC (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 a round, 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.

Hypnotic Beacon

At 13th level, as an action, you can attempt to attract a large or smaller creature within 30'. The creature must see or hear you. You cause the specified creature to feel an intense urge to approach you while within 5 feet. The creature must succeed on a Wisdom saving throw or use its movement on each of its turns to enter the area or move within reach of the target. When the creature has done so, it can't willingly move away from you but can attack you. If you damages or otherwise harms an affected creature, the affected creature can make a Wisdom saving throw to end the effect, as described below.

Ending the Effect: If an affected creature ends its turn while not within 30 feet of the target or able to see or hear it, the creature makes a Wisdom saving throw. On a successful save, the creature is no longer affected by the target and recognizes the feeling of attraction as hypnotism. The effects ends after your charisma modifier rounds.

Creatures that successfully save against this effect are thereafter immune to this effect. Creatures that can't be charmed and cannot hear or see you are also immune to it.

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 for at least one hour 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 Analysis ability [https://www.dandwiki.com/wiki/Investigator_\(5e_Subclass\)](https://www.dandwiki.com/wiki/Investigator_(5e_Subclass)).

