

SPECIALIST

Clad in a jet black doublet and thick cowl, a gaunt wood elf gracefully rappels down the wall of a frigid keep. The arrow slits punctuating the tower are barely wide enough to fit the heel of his boot, but he contorts his body and slip through unscathed. He whips out stately robes from his pack, jettisons the bag out the window, and makes his way down the spiral staircase. The infiltration has begun.

A gnome holds an enchanted pistol to a young man's temple, demanding answers. She knows he'll talk with a bit of coaxing, and a generous slap from the butt of her gun might be just what it takes to get the words flowing.

For one particularly enthusiastic human, being pursued is half the fun. He knows the pesky cutthroats won't ever catch up after he teleports 60 feet in the blink of an eye. No one's laying a hand on his precious cargo.

A specialist is the expert you call upon to do the impossible. No matter the skill set needed, a specialist has the right tools and abilities for the job. They excel as lone wolves or team players, and no two specialists are alike: prodigious problem solvers, illustrious investigators, and brilliant brokers of peace and war.

D&D 5e homebrew class by Will Savino, art by Paper Forge



RELIABLE MASTERY

What a specialist brings to the table is experience. While a fighter might get in twice as many hits, a specialist can deal damage right where it hurts, silence an adjacent mage, and help a buddy out of a bind... all in the same turn.

Specialists are highly focused and can fill numerous roles within a party. While most classes require focusing on one or two abilities in particular, a specialist is able to maximize their potential no matter what they prioritize. By selecting from a diverse set of unique actions, a specialist always has the right skills for the task at hand, whether that's a stealth operation, a siege, or an interrogation.

ACE IN THE HOLE

When you need someone to take care of a particularly messy task that others won't even touch, the specialist is the only person you can count on. Never shying away from danger, a specialist is ready and willing to hunt a beast twice as tall, outwit an adversary twice as cunning, and uncover clues twice as hidden.

You might know a specialist and not even know it. They're not always as obvious as the wizard in the pointed hat or the soldier donning full plate. Rather, a specialist is defined by their unrivaled aptitudes: neither a spellcaster nor a martial master, specialists are at their best when they wield unusual prowess for devastating results. Often, when specialists go above and beyond, you won't notice they've done anything at all.

A specialist takes their work with them wherever they go, so it's only natural that they'd make their way into an adventuring party. Never passing up an opportunity to put their years of experience to the test, a specialist might find themselves perpetually in a "one last job" mindset, while knowing full well that they can never walk away from their niche line of work.

CREATING A SPECIALIST

Every specialist has their "angle." Are you the smooth talking conman who weasels your way behind enemy lines? Or perhaps the grizzled detective, world-weary and ready to fly off the handle at the drop of a copper piece. Maybe you're simply the lithe gymnast with a penchant for assassinations. No matter what ability you focus on, you'll be able to craft a highly competent expert with niche abilities for a wide range of scenarios.

Most specialists have a boss, client, or wealthy benefactor whose neverending docket of gigs has helped you to build a storied resume. Consider whether this is a beloved mentor, a thorn in your side, or a powerful monarch you can't risk offending. Alternatively, perhaps you're a perpetual freelancer, always lending aid to the highest bidder.

What drives you to focus so intently on your abilities? Were you always devoted to this calling, or did this life adopt you? Maybe you were born into a family of spies, or (more likely) sold into servitude. Are you appreciative of the abilities you've honed, or do you lament the normal life you know you can never have? Perhaps most importantly: are you driven by a code of honor, or do you do what you do simply because you know you're good at it?

SPECIALIST

Level	Proficiency Bonus	Features	Techniques Known
1st	+2	Signature Ability, Dependable Technique, Call The Shot	—
2nd	+2	Vocation	—
3rd	+2	Signature Techniques	2
4th	+2	Ability Score Improvement	2
5th	+3	Elite Tactics, Killing Blow	2
6th	+3	Unarmored Defense, Expertise	3
7th	+3	Vocation feature	3
8th	+3	Ability Score Improvement	3
9th	+4	Signature Weapon	4
10th	+4	Expertise, Killing Blow	4
11th	+4	Honed Physique	4
12th	+4	Ability Score Improvement	5
13th	+5	Vocation feature	5
14th	+5	Honed Mind	5
15th	+5	Signature Weapon	6
16th	+5	Ability Score Improvement	6
17th	+6	Killing Blow	6
18th	+6	Honed Senses	7
19th	+6	Ability Score Improvement	7
20th	+6	Vocation feature	7

QUICK BUILD

You can make a specialist quickly by following these suggestions. First, put your highest ability score in an ability of your choice, followed by Constitution. Second, choose the charlatan background.

OPTIONAL RULE: MULTICLASSING

A specialist spends their life honing specific skills. As such, specialists are not capable of multiclassing. Depending on the character you want to create, there are many options within the specialist class to help you craft a unique playstyle.

CLASS FEATURES

As a specialist, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per specialist level

Hit Points at 1st Level: 10 + your Constitution Modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per specialist level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, blowguns, hand crossbows, firearms

Tools: Disguise kit

Saving Throws: Constitution and your Signature Ability

Skills: Choose any three

EQUIPMENT

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

- (a) a club or (b) two daggers
- (a) a shortbow and a quiver of 20 arrows or (b) a light crossbow and 20 bolts
- (a) a Burglar's Pack or (b) a Diplomat's Pack
- Leather armor, manacles, and a disguise kit

SIGNATURE ABILITY

At 1st level, choose one ability other than Constitution to be your Signature Ability. When you attack with a weapon with which you are proficient, you can use your Signature Ability modifier instead of your Strength or Dexterity modifier for the attack and damage rolls. Your Signature Ability will determine which Signature Techniques are available to you.

Some of your class features require your target to make a saving throw. The saving throw DC is calculated as follows:

$$\text{Signature save DC} = 8 + \text{your proficiency bonus} + \text{your Signature Ability modifier}$$

DEPENDABLE TECHNIQUE

Once per turn, you can add your proficiency bonus to a damage roll for a weapon with which you are proficient.

CALL THE SHOT

As a bonus action, you can choose to add 10 to your next attack roll on your turn. You can do this a number of times equal to your proficiency bonus per long rest.

VOCATION

At 2nd level, you choose a vocation: Operative, Sleuth, or Spectral Agent, each of which is detailed at the end of the class's description. Your choice grants you additional features at 7th level and again at 13th and 20th level.

SIGNATURE TECHNIQUES

At 3rd level, you gain two Signature Techniques of your choice. Your technique options are detailed at the end of the class description. When you gain certain specialist levels, you gain additional techniques of your choice, as shown in the Techniques Known column of the Specialist table.

Additionally, when you gain a level in this class, you can choose one of the techniques you know and replace it with another technique that you could learn at that level.

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.

ELITE TACTICS

Starting at 5th level, you can use your bonus action on each of your turns for one of the following effects:

- **Artful Shuffle.** One creature within 5 feet of you that is medium or smaller must make a Dexterity saving throw. On a failed save, you swap locations with the creature. This does not provoke opportunity attack for you or the creature. You cannot perform this while restrained.
- **Know Thy Enemy.** You thoroughly inspect one creature that you can see. If you succeed on a Wisdom (Insight) check contested by the creature's Charisma (Deception) check, the next attack that strikes the creature will ignore any resistances.
- **Throat Chop.** You deftly smack a creature within 5 feet of you in the neck. The creature must make a Constitution saving throw. Spellcasters roll with advantage. On a failure, the creature cannot speak until the start of your next turn. The DM may determine that a throat chop is not anatomically possible for a given creature.

KILLING BLOW

Also at 5th level, if you roll a 15 or higher on the d20 while triggering Dependable Technique, you instead add double your proficiency bonus to the damage roll. At Level 11, you add triple your proficiency bonus, and at level 17, you add five times your proficiency bonus.

UNARMORED DEFENSE

Starting at 6th level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Signature Ability modifier + your Constitution modifier.

EXPERTISE

At 6th 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 10th level, you can choose one additional skill proficiency to gain this benefit.

SIGNATURE WEAPON

At 9th level, choose any two weapon types to be your signature weapons. You may choose any simple or martial weapon that lacks the heavy and special properties. You gain proficiency with these weapons if you don't already have it. You can roll a d10 in place of the normal damage of these weapons. At level 15, you pick one additional weapon type, the damage die becomes a d12 and you get a +1 bonus to attack and damage rolls made with these weapons.

HONED PHYSIQUE

At 11th level, you become deeply in tune with your body. You have advantage on saving throws against being blinded, deafened, paralyzed, and poisoned.

HONED MIND

Starting at 14th level, you've hardened your psyche, granting you the following benefits:

- You have resistance to psychic damage.
- Your thoughts can't be read by telepathy or other means, unless you allow it.
- When you make an Intelligence or Wisdom saving throw, you can roll a d6 and add it to your roll.

HONED SENSES

By 18th level, your senses could rival any apex predator.

- You have advantage on Wisdom (Insight) checks.
- You can perform a Search action as a bonus action.
- You innately detect any poisons or poisonous creatures within 30 feet of you as long as you can smell.

VOCATIONS

It is the very nature of a specialist to hone one's abilities toward a particular end. When your services are called upon, your client will make certain assumptions about your skill set based on your chosen calling. These Vocations allow you to further specialize, becoming a sought-after master of a particular expert method.

OPERATIVE

Some specialists value efficiency above all else: a quick entrance, a clean kill, and a discreet exit. Operatives have all the tools needed to eliminate a target, excelling equally in combat, stealth, and mobility. They make excellent spies, scouts, and mercenaries.

FIGHTING STYLE

When you choose this vocation at 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options:

- **Archery.** You gain a +2 bonus to attack rolls you make with ranged weapons.
- **Dueling.** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- **Two-Weapon Fighting.** When you engage in two-weapon fighting, you can add your Signature Ability modifier to the damage of the second attack.

ARMY CRAWL

Starting at level 7, whenever you are prone, you have a +5 bonus to Dexterity (Stealth) checks. Additionally, being prone does not impose disadvantage on ranged attacks. When you are prone, standing up uses only 5 feet of your movement.

ENFEEBLEMENT

At level 7, you gain a +2 bonus to your Signature save DC.



INTEGRATED GLIDER

Starting at level 13, you can spend 1 hour installing leather webbing into the arms and legs of your armor or clothing. You can use your reaction to activate this webbing whenever you are falling.

While activated, your rate of descent can be as slow as 10 or as fast as 60 feet per round, and you have a horizontal flying speed of 60 feet. You take no falling damage and can land safely on your feet. You can use your glider for 1 hour at a time before you need to land. While gliding, you cannot perform any action that requires the use of your arms or legs.

ELIMINATE FOE

At level 20, you've become the ultimate efficient killer. Immediately after landing an attack on a creature, you can attempt to kill that creature outright. If the foe has fewer than 100 hit point, it must roll a Constitution saving throw. If it has greater than 100 hit points, it automatically succeeds. On a fail, it dies. Otherwise, it takes damage as normal. After using this feature, you must take a long rest before using it again.

SLEUTH

Sometimes, a specialist is employed specifically to unravel mysteries. Sleuths are adept at following clues, forcing a confession, and when all else fails trusting their intuition. While a Sleuth is often trained to avoid physical confrontation, their combat training allows them to get out of sticky situations with their head still on their shoulders.

DEDUCTIVE REASONING

When you choose this vocation at 2nd level, you gain proficiency in one of the following skills of your choice: Investigation, Insight, or Perception. Alternatively, you learn one language of your choice.

GOOD COP, BAD COP

Starting at level 2, you've learned the value of flipping the script. You have advantage on Charisma (Intimidation) checks against creatures that are friendly to you, as well as Charisma (Persuasion) checks against creatures that are hostile toward you.

ARCANE SIDEARM

At level 7, you gain a magical pistol that is always on your person. The pistol automatically reloads magical ammunition, deals 1d10 force damage and has the ranged (30/90) property. Additionally, despite being a ranged weapon, being within 5 feet of a hostile creature does not impose disadvantage on attacks made with this weapon. When you "holster" the pistol, it melds into your hip. You can summon this weapon as a bonus action whenever your hand is at your side.

This pistol receives all of the benefits of the Signature Weapon feature and does not count against the list of weapons chosen.

TRUST YOUR GUT

Starting at level 13, you can look inwards when trying to unravel a mystery. When you do so, you cast the *divination* or *speak with dead* spell without using a spell slot or material components.

When you cast *divination*, instead of consulting a deity, you consult with your innate "detective sense," which may be more or less reliable than an actual God. After you cast either spell in this way, you can't use this feature again until you finish a short or long rest.

NOBODY MOVE

At level 20, your commanding presence can stop creatures in their tracks. While you're wielding your arcane sidearm, you can use a bonus action to command everyone within 30 feet of you stop moving. If anyone in this area moves before the start of your next turn, you can use your reaction to make a single ranged attack against that creature.

SPECTRAL AGENT

When speed and discretion are absolutely required, those with the means call on a Spectral Agent. Whether transporting legendary contraband, delivering a top secret message, or kidnapping a foreign ruler, no one is more adept at getting from point A to B with grace and style. Gifted with otherworldly magics, Spectral Agents are much more than glorified couriers: they're ethereal voyagers with supernatural expertise, impossible to track, and even harder to catch.

DEFT TRAVELER

When you choose this vocation at level 2, you gain proficiency with land and water vehicles. Additionally, your speed increases by 10 feet. Lastly, you can't be tracked by nonmagical means, unless you choose to leave a trail.

MYSTICAL VOYAGER

Starting at level 7, you start to gain command of your spectral gifts. You can cast *misty step* a number of times equal to your Signature Ability modifier (a minimum of once). You regain any expended uses when you finish a long rest.

You can also cast *find steed* once per long rest.

DUPLICATED DUELER

Beginning at level 13, you gain the aid of spectral duplicates from the ethereal plane to deceive your opponents. Whenever you roll initiative, you receive the benefits of *mirror image*, though you have only two illusory duplicates instead of three.

CONCURRENT COMBATANTS

At level 20, your spectral duplicates can commingle with reality. Once per long rest, you can use your bonus action to create two spectral duplicates to do your bidding. When you do so, these illusory copies take a full turn immediately after yours, following your commands.

They have access to all the same movement, abilities, weapons, and features that you have, though they cannot cast any spells. Your duplicates do not provoke opportunity attack. After you and your duplicates have each taken a turn, these duplicates disappear back to the ethereal plane.

SIGNATURE TECHNIQUES

AMPHIBIOUS TRAINING

You can breathe underwater, and you gain a swimming speed equal to your walking speed.

BRUTAL THROAT CHOP

Prerequisite: 9th level, Strength Signature Ability

In addition to its normal function, the Throat Chop feature does damage equal to twice your proficiency bonus whenever the target fails its Constitution saving throw.

BUDDY SYSTEM

Prerequisite: Charisma Signature Ability

You can cast *find familiar* as a ritual.

CHECKMATE

Prerequisite: 15th level

Whenever you are 5 feet from an enemy who is also 5 feet away from a wall or from one of your allies, you can attempt to grapple that enemy as a bonus action.

COMBAT MEDIC

Prerequisite: Wisdom Signature Ability

Once per long rest, as an action, you can touch one creature other than yourself and heal them for a number of hit points equal to your Wisdom Modifier + your character level.

CONQUER THY ENEMY

Prerequisite: 9th level, Intelligence Signature Ability

In addition to its normal function, the Know Thy Enemy feature has an additional benefit: if the next attack that strikes the creature deals a damage type that the creature is neither resistant nor immune to, the creature is instead vulnerable to this damage. Once you use this feature in this way, you can't do so again until you finish a short rest.

FUNDAMENTALS OF MAGIC

Prerequisite: Intelligence Signature Ability

You learn two cantrips of your choice from the wizard spell list, which you can cast without material components.

GARROTE

Whenever you attack an enemy during a surprise round, or one who is grappled, you can add 2d6 to the damage roll.

GRACEFUL SAVE

Whenever you succeed on a saving throw to fully avoid the effects of a trap or an enemy spell, you gain temporary hit points equal to your specialist level.

NO-FLY ZONE

Prerequisite: 12th level

As a bonus action, you designate a cylinder 60 feet tall with a radius of 30 feet centered around you. Any creature that attempts to fly into this cylinder or starts its turn within it must roll a Wisdom saving throw. On a failed save, the creature must use all of its remaining movement to descend straight down and land. The cylinder lasts until the start of your next turn, and the cylinder moves with you.

NOT ON MY WATCH

Prerequisite: 9th level, Charisma Signature Ability

When a friendly creature other than you that you can see fails a saving throw, you can use your reaction to allow them to reroll. They must use the new roll, and you can't use this feature again until you finish a short rest.



POCKET SAND

You can use your bonus action to throw sand at one creature within 5 feet of you. That creature can't make opportunity attacks until the start of your next turn.

POLYMATH

You learn one language and two tool proficiencies.

PRESSURE POINT

Prerequisite: 9th level, Wisdom Signature Ability

Whenever you trigger Killing Blow with a melee attack, you can use your bonus action to target the creature's pressure points. The creature makes a Constitution saving throw. On a failure, they can't use bonus actions or reactions and their movement is halved until the start of your next turn. If the creature can normally make multiple attacks as part of its action, it can now only take one.

RETURN THE FAVOR

Prerequisite: 12th level

Whenever a friendly creature targets you with a spell of 1st level or higher, you can use your reaction to bestow the effects of the *bless* spell on the caster for the next minute.

SAVAGE SPIN

When there are at least 2 hostile enemies within 5 feet of you, you can use your action to attack every creature surrounding you. Make a separate attack roll for each creature. You can't use this feature again until you finish a short or long rest.

SPRING STEP

Prerequisite: Strength Signature Ability

You are always under the effects of the *jump* spell.

STRATEGIC TIMING

Whenever you roll for initiative, you can swap initiative scores with one of your allies.

SUPERIOR SIDESTEP

Prerequisite: 9th level, Dexterity Signature Ability

You can use the dodge action as a bonus action.

TACTICAL RELOAD

Prerequisite: Dexterity Signature Ability

When you reduce an enemy to 0 hit points with a ranged weapon attack, you can immediately take another ranged attack as a bonus action.

THE BEST DEFENSE

Prerequisite: 12th level

Whenever you trigger a Killing Blow, you gain a +2 bonus to your AC until the start of your next turn.

UNTARGETABLE

Prerequisite: 15th level

Spells attacks that target you are rolled with disadvantage.

X-RAY VISION

Once per long rest, you can focus your heightened visual abilities. When you do so, you can see into and through solid matter for 1 minute. The vision has a radius of 30 feet. To you, solid objects within that radius appear transparent and don't prevent light from passing through them. The vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances block the vision, as does a thin sheet of lead.

