

BRAWLER CAREER OF THE INSPECTOR

Inspectors are keenly observant, finding whatever they need to from their environment. This can help them analyze their enemies' fighting styles and patterns, but can also grant them evidence and clues in investigations. These make cunning detectives and dangerous warriors.

INSPECTION

At level 3, inspectors gain their first abilities from their inspecting skills. You gain proficiency in Perception and Investigation. If you already had proficiency in these skills, gain a new skill proficiency for each you did. Also, when you roll a check with one of these skills, add double your proficiency bonus, rather than just your proficiency bonus. If you already benefitted from this effect for these skills, apply it to a new skill, for each you did. You may also use the Investigate action as a bonus action.

SCENE ANALYSIS

Starting with level 11, when you use Analysis and succeed on the check, you may expend a Stunt Die to add the number rolled to the number of analysis points you get.

Additionally, when you use Analysis, instead of targeting a creature, you may target a scene. When you do this, you and all allies you can communicate with have advantage on Intelligence (Investigation) and Wisdom (Perception) checks while in this room for the next eight hours.

You may use either ability once between long rests without expending the Stunt Die rolled.

PREDICTIVE BLOCKS

Beginning with 17th level, when a creature misses you with a melee attack, you may use your reaction to expend a Stunt Die. If you do, you may make an attack of opportunity against the creature, adding the result to the damage roll.

You may use this ability once between long rests without expending the Stunt Die rolled.