

ACADEMIC DISCIPLINE

At 3rd level, a [savant](#) gains the Academic Discipline feature. The following Patreon Exclusive Academic Disciplines are available to a savant along with those presented with the base class: Engineer, Explorer, Occultist, Tinker, and Wheelwright.

ENGINEER

Engineers combine their brains and brawn to lay waste to their foes. Using their knowledge of architecture and military science they design fortifications and undermine the weak points in enemy defenses. Given enough time and access to resources, a determined Combat Engineer can wreak havoc on all but the most formidable defensive structures.

STUDENT OF MILITARY SCIENCE

3rd-level Engineer feature

You gain proficiency with carpenter's and mason's tools, and your proficiency bonus is doubled for any check you make with either tool. If you are already proficient with these tools you gain proficiency with another skill from the savant list.

Your training in war also grants you the benefits below:

- You gain proficiency with shields and medium armor.
- You master one of the following Scholarly Pursuits of your choice: Falconry, Fencing, or Marksmanship. The Pursuit from this feature does not count against your total number of Scholarly Pursuits for your level.

SAPPING STRIKE

3rd-level Engineer feature

You have a keen insight into structural weak points. You can Mark objects and structures with Adroit Analysis. When you hit a Mark that is an object or structure with a melee weapon attack it becomes an automatic critical hit.

Also, once per turn when you hit a Mark (that is a creature) with a weapon attack, you can force it to make a Constitution saving throw against the Engineer save DC below, instead of adding your Intellect Die to the damage of your attack.

Engineer save DC = 8 + your proficiency bonus
+ your Intelligence modifier

On a failed save, your Mark suffers the effect below that corresponds to the damage type of your weapon for 1 minute. It can repeat this Constitution saving throw at the beginning of each of its turns, ending this effect on a success.

BLUDGEONING

The creature cannot take reactions, and on its turn it can only use either its action or its bonus action, not both. Regardless of any abilities or features the creature may have, it can only make a single melee or ranged attack on its turn.

PIERCING

The creature's Armor Class is reduced by an amount equal to your Intelligence modifier (minimum of -1). This feature cannot reduce a creature's Armor Class below 10.

SLASHING

The creature's speed is reduced by a number of feet equal to five times your Intelligence modifier (minimum of 5 feet).

STRUCTURAL REINFORCEMENT

6th-level Engineer feature

You employ your understanding of engineering to reinforce structures, armor, and shields. As part of a long rest, you can touch a suit of armor, shield, or a Large or smaller object and modify it. Until the end of your next long rest, the object you reinforced gains resistance to all bludgeoning, piercing, and slashing damage from nonmagical attacks.

When you reach 13th level in this class you can reinforce two items during each long rest, and three at 17th level.

DESTABILIZING STRIKE

13th-level Engineer feature

You can highlight critical weak points for your allies. When you use your reaction to add your Intellect Die to a damage roll that includes bludgeoning, piercing, or slashing damage, you can force the target to make a Constitution saving throw instead of adding your Intellect Die e. On a failure, the target suffers the Sapping Strike effect that corresponds to the damage of the attack until the end of its next turn.

MASTER ENGINEER

17th-level Engineer feature

You have discovered a combination of chemicals capable of producing massive explosions. At the end of each long rest, you produce a Satchel of explosives that contains a number of Charges equal to your Intelligence modifier.

As an action, you can expend one or more Charges from your Satchel and throw an explosive at a point within 60 feet, forcing any creature within 15 feet of that point to make a Dexterity saving throw against your Engineer save DC.

Creatures take 3d12 thunder damage per Charge you expended on a failed save, and half as much on a successful one. Moreover, the area within 15 feet of that point becomes difficult terrain until a creature uses an action to clear a 5 foot section. The explosives from this feature deal maximum damage to nonmagical structures.



EXPLORER

Some savants are compelled by fate to venture into the world. Known as Explorers, these auspicious voyagers have a desire to experience everything they can. Often throwing caution to the wind, these intrepid geniuses are never truly satisfied with what they have, always wanting something more. Often chosen by fate, Explorers find success where others fail, and can overcome obstacles that can seem insurmountable.

STUDENT OF THE JOURNEY

3rd-level Explorer feature

You gain proficiency in Athletics, navigator's tools, and water vehicles, and your proficiency bonus is doubled for any check that uses these tools or skill. If you are already proficient in these tools and skill, you instead gain proficiency in another skill of your choice from the savant skill list.

Your desire to explore has landed you in many a difficult situation. You gain the following additional benefits:

- You gain proficiency with improvised weapons and nets.
- You have advantage on saving throws to resist exhaustion caused by exposure or extreme conditions.
- You gain a swimming speed equal to your walking speed.

FATE-TOUCHED

3rd-level Explorer feature

Whether blessed at birth or favored by Fate, you have an uncanny ability to succeed at pivotal moments. When you make an attack roll, ability check, or saving throw, you can choose to re-roll the d20, though you must use your new roll. You can do so after you roll, but before you the roll's result.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a short or long rest.

NAVIGATOR'S LUCK

6th-level Explorer feature

You have a way of finding what you are looking for when all hope seems lost. You can use navigator's tools to mimic the effects of either *find traps*, *locate animals or plants*, or *locate object* (your choice) for 1 hour without expending a spell slot.

Once you use this feature to mimic one of these spells you must finish a long rest before you can mimic that spell again.

When you reach 13th level in this class you learn to use navigator's tools to mimic the effects of *find the path*.

FORTUITOUS OBSERVATION

13th-level Explorer feature

Your sheer determination allows you to bend the fates of those around you. When a creature you can see within 60 feet makes an attack roll, ability check, or saving throw, you can use your reaction to grant it advantage on its roll.

If you use this reaction on an attack roll and the attack hits, you add one roll of your Intellect Die to the damage roll.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a long rest.

MASTER EXPLORER

17th-level Explorer feature

You can will success when the outcome seems impossible. When you or a creature you can see within 60 feet, makes an ability check or a saving throw, you can substitute the d20 roll with your Intelligence score. You must use this feature before you or the target rolls for the ability check or saving throw.

Once you use this feature you must finish a short or long rest before you can use it again.



OCCULTIST

While most savants are welcomed as honored guests at great places of learning, those who devote themselves to the study of forbidden knowledge are persecuted for their studies. Known as Occultists, these reclusive intellectuals spend their lives collecting bits of obscure and forgotten lore. The more strange and sinister, the greater their desire to understand it.

STUDENT OF THE FORGOTTEN

3rd-level Occultist feature

You gain proficiency in both Arcana and Religion, and your proficiency bonus is doubled for any check you make with either skill. If you are already proficient in these skills, you gain proficiency in another skill from the Savant skill list.

Your dark studies also grant the following benefits:

- You also to speak, read, and write two exotic languages of your choice. Examples include Abyssal or Infernal.
- You can use *Adroit Analysis* to learn the following additional characteristics about your Mark: its plane of origin, its alignment, or its spellcasting ability.

OCCULT TOME

3rd-level Occultist feature

Your studies have yielded you an Occult Tome which allows you to produce ritual spells and other magics. While in your hand, your Occult Tome counts a spellcasting focus for you.

Ritual Spells Known. Your Tome contains three ritual spells of your choice of 2nd-level or lower from any spell list.

You can add ritual spells to your Occult Tome by copying them from a spellbook or spell scroll. For each level of the spell you wish to add, copying it requires 2 hours and costs 50 gold for the rare inks you need to inscribe it. To add a new ritual spell to your Occult Tome, its spell level must be equal to, or lower than, half your savant level (rounded up).

Channel Divinity. Your Occult Tome contains one Channel Divinity from any Divine Domain, chosen from the Channel Divinities learned by clerics at 2nd level. As an action, you can produce the effect of that Channel Divinity using your Occult Tome. Once you do so, you must finish a short or long rest before you can produce that Channel Divinity effect again.

When you gain a level in this class you can replace this Channel Divinity with another that meets the prerequisites.

Spellcasting Ability. Intelligence is your spellcasting ability for any effects you produce from your Occult Tome as you have compiled it through years of research. You use your Intelligence whenever a ritual spell or Channel Divinity refers to your spellcasting ability. You also use Intelligence modifier when setting the saving throw DC for an spell or effect.

Occultist save DC = 8 + your proficiency bonus
+ your Intelligence modifier

HIDDEN KNOWLEDGE

6th-level Occultist feature

In your research you have unearthed fragments of forbidden knowledge that imbue you with strange abilities. You learn two Eldritch Invocations from those available to the warlock class. If an Invocation has a level prerequisite, you can learn it if your savant level is equal to the prerequisite warlock level. If the Invocation has a cantrip or Pact Boon as a prerequisite, you can select it only if you meet the prerequisite.

Each time you gain a level in this class, you can replace an Invocation you know with another Invocation of your choice.

You also learn another Channel Divinity of your choice, chosen from any cleric Divine Domain. You can cast each Channel Divinity you know once per short or long rest.

WORDS OF MALICE

13th-level Occultist feature

Your words are laced with sinister occult power. Whenever you add your Intellect Die to a damage roll, you can choose for this bonus damage to be necrotic. Also, whenever you deal necrotic damage you can choose to gain temporary hit points equal to the necrotic damage dealt.

Finally you learn one additional Eldritch Invocation of your choice from the warlock class (for a total of three).

MASTER OCCULTIST

17th-level Occultist feature

You have unearthed the forbidden magic of the evil eye. You add the *eyebite* spell to your Occult Tome. As an action while holding your Tome, you can cast *eyebite* without expending a spell slot. You can cast *eyebite* this way a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a long rest.



TINKER

Masters of the tactile sciences, Tinkers put their minds to work creating mechanical creations. They are constantly on the lookout for a new tool to master, an old process they can improve, or inspiration for an innovative new invention. The mind of a Tinker is especially elastic, even compared to other savants. These masters of learning move through life assured they are always on the cusp of a new breakthrough.

STUDENT OF INNOVATION

3rd-level Tinker feature

You gain proficiency in Investigation and tinker's tools, and your proficiency bonus is doubled for any check you make with either skill. If you are already proficient in Investigation, you gain proficiency in another skill from the savant skill list.

In addition, your Intellect Dice become d8s. As you gain savant levels their die size increases again: at 5th level (d10), 10th level (1d12), 15th level (2d8), and at 20th level (1d20).

SPARK OF INVENTION

3rd-level Tinker feature

You learn to craft wondrous objects. You gain a number of Inventive Sparks equal to your proficiency bonus + your Intelligence modifier. As an action, you can use tinker's tools to produce a Wondrous Item by expending a number of your Inventive Sparks depending on the item's rarity:

Item Rarity	Sparks	Item Rarity	Sparks
Common	2	Very Rare	11
Uncommon	5	Legendary	13
Rare	9	Artifact	15

Wondrous Items you craft with this feature are mundane mechanical creations which last until the end of your next long rest. If the Wondrous Item requires attunement, you can choose to attune to it as part of the crafting the item.

FLEXIBLE EXPERTISE

6th-level Tinker feature

You are able to master anything that you put your mind to. If you use Quick Study to gain proficiency in a skill or tool that you are already proficient with, you gain Expertise with that skill or tool, which means you add double your proficiency to any checks you make with that skill or tool.

MECHANICAL SERVANT

6th-level Tinker feature

You construct a mechanical servant to assist you. As an action you can use your tinker's tools and expend 2 Inventive Sparks and 10 gold worth of mechanical parts to create a Mechanical Servant which functions as if you had cast the *find familiar* spell with the following changes:

- It is non-magical, and its creature type is construct.
- It has additional hit points equal to your savant level.
- It is proficient with a set of artisan's tools of your choice.

IMPROVED MECHANICS

13th-level Tinker feature

Your inventive skills have greatly improved. Over the course of 1 hour, which can be during a short rest, you can destroy one of your Spark of Invention Wondrous Items, regaining any Inventive Sparks used in its creation. You can then use the Sparks to create another Wondrous Item of your choice.

You cannot use this feature to destroy a Wondrous Item if you have expended any of that Wondrous Item's charges.

MASTER TINKER

17th-level Tinker feature

You construct a fleet of mechanical guardians to protect you. As an action, you can grasp your tinker's tools and expend 2 Inventive Sparks to cast *animate objects* at 5th-level without expending a spell slot.

For each additional Inventive Spark you expend, you up-cast *animate objects* by one level, to a maximum of 9th-level.

SPARK OF INVENTION: ARTIFACTS

Creating an Artifact Wondrous Item with Spark of Invention is technically impossible using only the features from this subclass. Talk to your GM about finding temporary or expendable Inventive Sparks!



WHEELWRIGHT

Wheelwrights are a curious subset of savants obsessed with mechanical transportation. Excellent allies to have on a long journey, these mechanical minds are known for their signature Clockwork Cycles that are used for transport and combat.

STUDENT OF MECHANICS

3rd level Wheelwright feature

You gain proficiency with land vehicles, and tinker's tools, and you add double your proficiency bonus to any check you make with these tools. If you are already proficient with these tools you gain proficiency in another skill from the savant skill list.

Moreover, when you make land vehicles check to maneuver a vehicle, cart, or wagon of any kind, you gain a bonus to your roll equal to your Intelligence modifier (minimum of +1).

CLOCKWORK CYCLE

3rd level Wheelwright feature

Your peculiar obsession with mechanical machinery has finally borne fruit in the construction of a Clockwork Cycle. Your Cycle is a Medium vehicle with an appearance of your choosing. It can be used as a mount by you, and while you are mounted on it, the Cycle shares your initiative, you can use its speed in place of your own, and you can use an action on your turn to use one of the actions from the Cycle's stat block.

Your Clockwork Cycle uses the vehicle stat block found on the next page. The stat block uses your proficiency bonus (PB) and Intelligence modifier (INT) in several places.

During the course of a short rest, you can use your tinker's tools to repair any damage to your Clockwork Cycle. Every 10 minutes you spend repairing it, you restore a number of hit points equal to your Intellect Die + your Intelligence modifier. Your Clockwork Cycle regains its maximum hit points at the end of a long rest so long as you spend an hour on repairs.

Should your Clockwork Cycle be destroyed, you can create another during the course of a long rest, so long as you have access to your tinker's tools and enough scrap materials. You can only have one operational Clockwork Cycle at a time, and constructing a second causes any previous Cycles to fall into disrepair and be rendered unusable pieces of scrap material.

Wheelwright Save DC. Since your Clockwork Cycle is a creation of your genius, you use Intelligence to set the saving throw DC for any saving throw it forces creatures to make:

Wheelwright save DC = 8 + your proficiency bonus
+ your Intelligence modifier

MECHANICAL MOUNT

6th level Wheelwright feature

You have become accustomed to fighting and journeying on board your Clockwork Cycle. You gain the following benefits:

- When a creature attacks your Clockwork Cycle, you can use your reaction to redirect the attack at yourself.
- Your Clockwork Cycle's creature capacity increases. It can bear up to two Medium creatures or three Small creatures, and its cargo capacity increases to 100 lb.
- Riders can complete a short rest while mounted on your Clockwork Cycle so long as they take no damage, make no saving throws, and travel at a normal pace.

EXPERT RIDER

13th level Wheelwright feature

You can maneuver your Clockwork Cycle in any environment. While mounted on your Cycle, you can ignore difficult terrain imposed by magical and mundane effects, and opportunity attacks that target you, your Cycle, or any other creature mounted on your Cycle are made at disadvantage.

Also, when you move within 5 feet of a friendly creature while mounted on your Cycle, they can use their reaction to mount your Cycle behind you so long as there is room.

MASTER WHEELWRIGHT

17th level Wheelwright feature

You have improved your Clockwork Cycle to the point where it can briefly take flight. When you move at least 20 feet in a straight line on your Cycle, it gains a temporary flying speed equal to its remaining speed for that turn. This flying speed can only be used to move in a straight line, and it can't hover.

When your Cycle lands on the ground after flying with this flying speed, you can force any creature within 5 feet of the point you land to make a Dexterity saving throw. They take bludgeoning damage equal to three rolls of your Intellect Die + your Intelligence modifier on a failed save, and half as much bludgeoning damage on a success.



CLOCKWORK CYCLE

Medium vehicle (200 lb.)

Creature Capacity 1 Medium creature

Cargo Capacity 50 lb.

Armor Class 10 + PB + INT

Hit Points 5 + five times your savant level

Speed 40 + 5 times your PB feet

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	12 (+1)	0 (-5)	0 (-5)	0 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, poisoned, unconscious

Clockwork Charge. If the Cycle moves at least 20 ft. straight toward a creature and hits it with a Ram attack on the same turn, that target must succeed on a Strength saving throw or be knocked prone.

Expert Handling. Whenever you are mounted on the Cycle, and not incapacitated, you add your PB to any ability check or saving throw it is forced to make.

Inanimate. The Cycle cannot use any of its actions or its movement on its own. A rider must be mounted on it to use its movement, and a rider must use their action to use one of the Cycle's actions.

Jump. If the Cycle moves at least 30 feet in a straight line, it can clear a distance of up to 60 feet when jumping over a chasm, ravine, or other gap.

Prone Deficiency. If the Cycle falls prone, it can't right itself and is incapacitated until pulled upright.

Reactions

Juke. If the Cycle can move, a driver can use its reaction to grant it advantage on a Dexterity saving throw.

Rider Actions

Ram. Melee Weapon Attack: +4 +PB to hit, reach 5 ft., 1 target. Hit: 1d10 +4 +INT bludgeoning damage.



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