



THE SAVANT



HOMEBREW

A Brilliant New Class for the World's Greatest Roleplaying Game

THE SAVANT

The slender elf cleaned her glasses with the corner of her cloak as the dust settled around her. Her benefactor had paid her a large sum to locate this forgotten place, and after weeks of pouring over ancient maps, she had pieced together the location of the temple. Now, she had a decision to make. If she reported the location of the temple to her benefactor, it would be ruthlessly stripped of valuables. But, if she kept the location hidden, she could preserve the long forgotten knowledge contained within. For to a savant, knowledge is more precious than any sum of gold.

The aging human warrior silently assessed the soldiers under his command. They were exhausted and almost out of supplies. It was the tenth day of the siege, and the graying warrior knew that no reinforcements were coming to their rescue. He was too old to be of much use in battle, but if his soldiers followed his orders without hesitation, they might have a chance of survival. He stood up, and for what could be the last time, he tightened his belt and drew his sword.

A young dwarf bent over his unconscious comrade in the midst of battle, his hands shook as he examined his brother's wounds. His clan had spent a small fortune sending him to study at the finest university in the land. All the hours spent in lectures and libraries, all for this moment. He thought back to his lessons and began to dress his brother's wounds.

MAGNIFICENT MINDS

There are many wonderfully intelligent people in the world, but few are true savants. Born with the innate desire to learn anything they can, and the potential for genius-level intellect, savants spend their lives learning anything that those around them are willing to teach. Often recognizable at an early age, a savant's unquenchable hunger for knowledge draws them to the great libraries, universities, and other places of higher learning. They are willing to go to any lengths to unlock the secrets of the world, often turning to lives of adventure. For a savant, no price is too steep for the promise of discovery.

INTENSE FOCUS

Savants are hyper-focused on their chosen area of study and often become obsessed with learning all they can about their specialty. In their quest for discovery, savants are willing to set aside any conviction, political, religious, or otherwise, to acquire the information they seek. To them, their desire for knowledge is more important than loyalty to any ideology. Often at great cost, savants will continue researching until they have made an indelible mark on their area of study.

CREATING A SAVANT

When creating a savant, consider their upbringing and level of formal education. Were they the star pupil of the finest university in the land, or did they come from poverty, fighting for any scrap of knowledge they could get their hands on? Also, consider why your savant relies only on their intellect, rather than the arcane or the patronage of a higher power.

Finally, why did they become an adventurer rather than an academic? Have they advanced beyond study and now look forward to the endless discoveries of a life of adventure?



GOOD LUCK CHARMS

Often, despite their intellect, savants develop attachments to mundane charms, objects, or clothing that they perceive as lucky. They will go to great lengths to preserve their trinkets.

d6

Lucky Trinket

- 1 You refuse to place your faith in a single deity so you carry a multitude of holy symbols.
- 2 Your father was a farmer who paid for your education. You wear his hat in his memory.
- 3 Despite its ineffectiveness, you carry a whip to impress and intimidate others.
- 4 You carry a scroll of insane ramblings. One day you *will* figure out its meaning.
- 5 You wear a pair of crystal spectacles even though you have perfect vision.
- 6 You never leave home without a copy of your mentor's thesis on owlbear anatomy.

OBSESSIONS

In their desire to answer every question, savants can develop obsessions. These inexplicable questions and phenomena gnaw at savants until they find the answers that they seek.

d4

Obsession

- 1 You discovered a strange script in the margin of a book. The best scholars cannot identify it.
- 2 As a child you saw a majestic golden bird fly across the sky that left a rainbow in its wake.
- 3 Your father charged you to find the legendary, and most likely fictional, chalice of Bahamut.
- 4 You once met a normal human who claimed to be the offspring of a minotaur and a centaur.



CLASS FEATURES

As a savant, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per savant level.

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

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

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, hand crossbows, shortswords

Tools: One set of tools of your choice

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, Nature, Persuasion, or Religion

STARTING EQUIPMENT

As a savant, you start with the following equipment, in addition to the equipment granted by your background:

- (a) two simple weapons of your choice or (b) a shortsword.
- (a) a light crossbow and 20 bolts or (b) two daggers.
- one set of artisan's tools of your choice.
- leather armor and a scholar's pack.

QUICK BUILD

You can make a savant quickly by using these suggestions. First, make Intelligence your highest ability score, followed by Dexterity or Wisdom. Second, take the sage background.

ADROIT ANALYSIS

Starting at 1st level, you can quickly analyze a foe's strengths and weak points. As a bonus action, you can mark a creature you can see within 60 feet, gaining the following benefits for 1 minute or until you mark another creature:

- You can use Intelligence, in place of Strength or Dexterity, for your attack and damage rolls against that creature.
- If you hit the creature with an attack, or observe it for 1 minute, you learn one of the following characteristics of your choice: its Armor Class, movement speed, one ability score, its maximum hit points, or its creature type.
- You have advantage on any Intelligence, Wisdom, or Charisma ability check you make to analyze the creature.

In addition, you can use a bonus action to make an ability check using any skill proficiency you gain from this class.

PERFECT RECALL

You can recall picture-perfect details from things you commit to memory. Starting at 1st level, if you spend at least 1 minute observing something, you can recall any information about it, at any point in the future, without requiring an ability check.

Examples of this may include books that you have read, a path that you have traveled, or a map that you have studied.

UNARMORED DEFENSE

Your observant way of fighting allows you to anticipate and dodge attacks. Starting at 1st level, when you are not wearing any armor or wielding a shield, your Armor Class is equal to 10 + your Dexterity modifier + your Intelligence modifier.

THE SAVANT

Savant Level	Prof. Bonus	Class Features
1st	+2	Adroit Analysis, Perfect Recall, Unarmored Defense
2nd	+2	Expert Student, Unyielding Mind (1d6)
3rd	+2	Academic Discipline
4th	+2	Ability Score Improvement
5th	+3	Accelerated Reflexes (2), Potent Observation (1d10)
6th	+3	Academic Discipline feature
7th	+3	Keen Awareness
8th	+3	Ability Score Improvement
9th	+4	Expert Educator
10th	+4	Unyielding Mind (1d8)
11th	+4	Flawless Observation, Potent Observation (2d10)
12th	+4	Ability Score Improvement
13th	+5	Academic Discipline feature
14th	+5	Unyielding Will
15th	+5	Unyielding Mind (1d10)
16th	+5	Ability Score Improvement
17th	+6	Academic Discipline feature, Accelerated Reflexes (3)
18th	+6	Profound Insight
19th	+6	Ability Score Improvement
20th	+6	Undisputed Genius, Unyielding Mind (1d12)

EXPERT STUDENT

Your ability to learn and retain new skills and languages is beyond compare. Starting at 2nd level, each time you finish a long rest, you can choose to learn one additional language, or gain proficiency with one tool, skill, or weapon of your choice, as long as there is an example for you to learn from (such as a willing teacher with that proficiency, a manual, or a book in a different language). You can only gain one proficiency or language from this feature per long rest.

You can learn a total number of additional languages and proficiencies through this feature equal to your Intelligence modifier (minimum of 1 language or proficiency). When you choose to learn another language or proficiency while you are at your maximum, you must choose a language or proficiency you learned through this feature to forget, at which point you immediately lose any skill or knowledge of it.

When you reach 7th level in this class, you can learn a new language or proficiency at the end of each short or long rest.





UNYIELDING MIND

You can overexert your mind when in need of useful insights or mental fortitude. Beginning at 2nd level, when you make an Intelligence, Wisdom, or Charisma ability check or saving throw, you can add 1d6 to your roll. You can add this bonus after you roll, but before you learn if you succeed or fail.

You can use the 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.

This bonus increases as you gain levels in this class; at 10th level (1d8), 15th level (1d10), and 20th level (1d12).

ACADEMIC DISCIPLINE

At 3rd level, choose an Academic Discipline: Archaeologist, Investigator, Naturalist, Physician, or Tactician, each of which is detailed at the end of this class description. Your Academic Discipline grants you features at 3rd level, and again at 6th, 13th, and 17th level in this class.

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 two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

ACCELERATED REFLEXES

The speed at which you can react to stimuli is incredible. At 5th level, you gain one additional reaction you can take each round. A single effect can only trigger one of your reactions.

Upon reaching 17th level, your reflexes increase again, allowing you another reaction per round (for a total of 3).

In addition, you gain a bonus to your initiative rolls equal to your Intelligence modifier (minimum of +1).

POTENT OBSERVATION

Also at 5th level, you can highlight your foe's weak points for yourself and your allies. When you, or a creature you can see, hits the target of your Adroit Analysis with an attack, you can use your reaction to increase their attack's damage by 1d10.

Starting at 11th level, the bonus damage becomes 2d10.

KEEN AWARENESS

You can react to danger at a moment's notice. Starting at 7th level, you cannot be surprised unless you are incapacitated.

In addition, when you roll initiative, you can take the Ready action before any other creatures have a chance to act.

EXPERT EDUCATOR

Your ability to educate others is peerless. Beginning at 9th level, when you finish a long rest, choose a number of willing creatures equal to your Intelligence modifier (minimum of 1), and one tool, skill, or weapon proficiency, or one language you know. The creatures gain the proficiency or can speak and understand the language until the end of your next long rest.

The proficiency or language you choose to teach with this feature can be one that you've acquired from Expert Student.

FLAWLESS OBSERVATION

Starting at 11th level, you can use Potent Observation when a creature hits another creature you can see with a weapon attack, even if the target is not marked by Adroit Analysis.

Also, if you use Potent Observation to increase the damage against the creature marked by your Adroit Analysis you add your Intelligence modifier (minimum of +1) to the damage.

UNYIELDING WILL

It is incredibly hard for your foes to mentally dominate you. Starting at 14th level, when you are forced to make a saving throw to resist being charmed, frightened, or stunned, you can expend a use of Unyielding Mind to automatically succeed.

PROFOUND INSIGHT

You can predict attacks before they come to pass. Starting at 18th level, any creature marked by your Adroit Analysis has disadvantage on attack rolls they make against you, and you have advantage on any saving throw they force you to make.

UNDISPUTED GENIUS

Upon reaching 20th level, you realize the true genius-level potential of your mind. Your Intelligence and Wisdom scores increase by 4. Your maximum for those scores is now 24.



ACADEMIC DISCIPLINES

At 3rd level, the following Academic Disciplines are available to a savant: Archaeologist, Investigator, Naturalist, Physician, and Tactician. Your Academic Discipline grants you features at 3rd level, and again at, 6th, 13th, and 17th level.

ARCHAEOLOGIST

Specializing in the study of forgotten civilizations, ancient places, and uncharted lands, Archaeologists bring the light of knowledge to the dark and deadly places of the world. Doing their best to uncover the wisdom of ages long forgotten, they tend to feel a sad kinship with the civilizations they study and go to great lengths not to destroy or offend their memory. For an Archaeologist, the best way to improve the present is to learn from both the mistakes and innovations of the past.

STUDENT OF HISTORY

When you pick this Academic Discipline at 3rd level, you gain proficiency in History and Investigation, and your proficiency bonus is doubled for any check you make with these skills. If you are already proficient in either skill you gain proficiency in another skill of your choice from the Savant skill list.

Also, if you spend 1 minute examining an object you are holding, you can ascertain its value, its civilization of origin, and its approximate age. If it has any magical properties, you learn of them as if you had cast *identify* targeting the object.

ADVENTURING ACADEMIC

The places you explore have honed your survival instincts and given you special insight into the workings of ancient magic items. At 3rd level, you gain the following benefits:

- You gain a climbing speed equal to your movement speed.
- You can expend a use of Unyielding Mind when you make a Dexterity ability check or saving throw.
- You can expend a use of Expert Student to attune to a magic item that you don't meet the requirements for.
- You can use a bonus action on your turn to use a magic item that normally takes an action to use.

DARING DETERMINATION

You are well acquainted with dangerous situations. Starting at 6th level, the target of your Adroit Analysis cannot target you with opportunity attacks. Also, when a creature targets you with an opportunity attack, you can use your reaction to impose disadvantage on their attack roll.

In addition, when you are forced to make a saving throw to resist the effects of a trap, you gain a bonus to your roll equal to your Intelligence modifier (minimum of +1). If a trap allows you to take only half damage on a success, you instead take no damage if you succeed, and only half damage if you fail.

LORE MASTER

You study every myth, legend, and folk tale you find, knowing that each story is based on a grain of truth. Starting at 13th level, if you observe a person, place, or object for at least 1 hour, you can mystically recall information about the target as if you had cast *legend lore* on it. The target does not need to be of legendary importance for you to gain information.

Starting at 17th level, you only need to observe a person, place, or object for 1 minute in order to use this feature.

Savant
Archaeologist



MASTER ARCHAEOLOGIST

Your frequent exposure to the various magical effects present in ancient places has caused you to develop an innate arcane ward. At 17th level, you gain resistance to damage from spells, magic traps, and other magical effects.

INVESTIGATOR

Excelling at unraveling mysteries and uncovering secrets, Investigators possess an uncanny ability to read the intent of others. They often spend their lives working against those who deceive the innocent and take advantage of the common trust. Their considerable intellect and eye for the truth stand in the way of thieves, shapeshifters, and corrupt politicians.

STUDENT OF TRUTH

When you pick this Academic Discipline at 3rd level, you gain proficiency in Insight and Investigation, and your proficiency bonus is doubled for any check you make with these skills. If you are already proficient in either skill you gain proficiency in another skill of your choice from the Savant skill list.

Also, you have advantage on ability checks to detect illusions and shapeshifters, or if a creature is lying to you.

ROUGH & TUMBLE

You have learned to fight dirty in the underbelly of civilization. Starting at 3rd level, when you hit the target of your Adroit Analysis with a weapon attack, you can expend a use of Unyielding Mind and force the target to make a Constitution saving throw against your Investigator save DC:

$$\text{Investigator save DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$$

On a failed save, the target is blinded, deafened, or silenced (your choice) for 1 minute. The target can repeat the saving throw at the start of each turn, ending the effect on a success.

Also, when you make a weapon attack against the target of your Adroit Analysis, you can expend a use of Unyielding Mind, and add the bonus to your attack roll. You can use this feature after you roll, but before you know if you hit or miss.





ASTUTE DEFENSE

You have a heightened sense for danger. Starting at 6th level, when a creature you can see targets you with an attack, you can impose disadvantage on their attack roll as a reaction.

If the triggering attack misses you, you can immediately make one weapon attack against the creature that attacked you as part of the same reaction.

EAR TO THE GROUND

Your line of work has granted you an unfortunate familiarity with the dangerous underbelly of civilization. Beginning at 6th level, once you spend a long rest in a settlement, you have advantage on any checks you make to gather information on that settlement, its culture, factions, or important figures.

PEERLESS FOCUS

You notice even the most well-hidden details and flaws. Starting at 13th level, you gain the following benefits:

- When you make an Intelligence (Investigation) or Wisdom (Insight) check you can treat a roll of 9 or lower as a 10.
- You gain a bonus to any Wisdom (Perception) check you make equal to your Intelligence modifier (minimum of +1).
- You automatically detect and see through illusions cast at a level equal to your Intelligence modifier or lower.
- Once per turn, you can choose to re-roll the bonus damage from Potent Observation, but you must use the new roll.
- If you roll initiative with no uses of Unyielding Mind remaining, you immediately regain one expended use.

MASTER INVESTIGATOR

Your insight into the weak points of your foes allows you and your allies to exploit them with ruthless efficiency. Beginning at 17th level, when you, or a creature that you can see, hits the target of your Adroit Analysis with a weapon attack, you can use your reaction to turn the attack into a critical hit.

Once you use this reaction, you must complete a short or long rest before you can use it again.

NATURALIST

The Naturalist's classroom begins at the edges of civilization. They study the natural balance of ecosystems and will go to any lengths to maintain that balance. A good Naturalist is a protector of wild plants and animals, however, they will not hesitate to put down a creature that is dangerous. Experts at predicting the weather, identifying toxic and medicinal plants, and tracking animals, Naturalists make for excellent guides.

STUDENT OF NATURE

When you adopt this Academic Discipline at 3rd level, you gain proficiency in Nature and Survival, and your proficiency bonus is doubled for any check you make with these skills. If you are already proficient in either skill you gain proficiency in another skill of your choice from the Savant skill list.

Also, at the end of each short or long rest, you can attune yourself to the surrounding environment. While attuned, you have advantage on any Intelligence or Wisdom check related to the environment's native animals, plants, or ecosystem.

SURVIVALIST

Your knowledge of wild flora and fauna allows you to exploit their weak points when necessary. Starting at 3rd level, your weapon attacks against beasts, plants, and monstrosities score a critical hit on a roll of 19 or 20 on the d20.

You have also learned to set traps and snares. As an action, you can expend a use of Unyielding Mind to set a hidden trap made out of natural materials in an adjacent 5-foot space. The first creature that moves into the space must succeed on a Dexterity saving throw against your Naturalist save DC:

$$\text{Naturalist save DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$$

On a failed save, the creature is restrained. They can repeat the saving throw at the start of each turn, ending the effect on a success. A creature can detect your traps by succeeding on an Investigation check against your Naturalist save DC.





ADAPT & OVERCOME

Starting at 6th level, you can train others to survive in the wild. At the end of each long rest, choose a number of creatures equal to your Intelligence modifier (minimum of 1 creature). You and the creatures gain one of the following features until the end of your next long rest.

Concealment Training. While in natural environments, creatures can move stealthily at a normal pace and have advantage on Dexterity (Stealth) checks they make to hide.

Diver Training. Creatures gain a swimming speed equal to their movement speed and can hold their breath underwater for a number of minutes equal to their Constitution modifier + your Intelligence modifier (minimum of 1 minute).

Endurance Training. Creatures can ignore the effects of difficult terrain imposed by natural environments and have advantage on saving throws to avoid exhaustion.

Mountaineer Training. Creatures gain a climbing speed equal to their movement speed and they reduce any falling damage they take by an amount equal to your savant level.

Resilience Training. Creatures have advantage on saving throws to resist the effects of extreme environments and gain resistance to either cold, fire, poison, or thunder damage.

CALL OF THE WILD

Starting at 13th level, you can tame almost any wild creature. As an action, you can force a beast, plant, or monstrosity that can hear you within 30 feet to make a Wisdom saving throw against your Naturalist save DC or be charmed for 1 hour.

While charmed, the creature is friendly to you and your allies and shares your turn in combat. As a bonus action, you can issue a simple command to the creature, which it does its best to obey. Once it completes your command it will defend itself to the best of its ability until you command it again.

Each time the creature takes damage, it can repeat the Wisdom saving throw, ending the charm on a success.

You can only have one creature charmed in this way at a time. Attempting to charm a second creature ends the effect for the first. You may 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 NATURALIST

You have become a leading authority on the natural world and can maneuver with comfort in any environment. Upon reaching 17th level, you gain the following benefits:

- When you make an ability check related to your attuned environment you can treat a roll of 9 or lower as a 10.
- You gain the benefits of all Adapt & Overcome features.
- Creatures with an Intelligence score of 10 or lower have disadvantage on saving throws to resist Call of the Wild.
- The duration of Call of the Wild increases to 24 hours.

PHYSICIAN

Physicians bring their considerable intellect to bear healing the sick and tending to the wounded. They spend their lives studying the anatomy and inner workings of mortal beings and use their knowledge to keep their allies in top condition. Using their medical training, they offer aid to those who don't have access to the luxury of divine or arcane healing magic.

STUDENT OF MEDICINE

When you adopt this Academic Discipline at 3rd level, you gain proficiency in Medicine and herbalism kits, and your proficiency bonus is doubled for any check you make with these skills. You can also use your Intelligence, in place of Wisdom, for any Medicine checks you make. If you are already proficient in either skill you gain proficiency with another skill of your choice from the savant skill list.

In addition, if you spend at least 1 minute examining a creature, you can identify any magical or mundane disease, poison, or curse that is currently affecting that creature.

COMBAT MEDIC

You can apply your medical training in battle. At 3rd level, you can use the following Combat Medic actions on your turn:

Adrenaline Boost. As a reaction, a creature you touch can repeat a saving throw to end one of the following conditions: blinded, charmed, deafened, frightened, or poisoned, adding your Intelligence modifier (minimum of +1) to its roll.

Dress Wounds. You touch a creature and expend a use of Unyielding Mind, granting it temporary hit points equal to your Unyielding Mind die roll + your Intelligence modifier.

Healing Surge. As a reaction, a creature you touch can expend a Hit Die to regain hit points equal to their Hit Die roll + their Constitution modifier + your Intelligence modifier.

Rending Strike. Make a weapon attack against a creature. On hit, it takes the normal attack damage and its movement speed is reduced by a number of feet equal to 5 times your Intelligence modifier until the start of your next turn.

Stabilize. You touch a living creature that has 0 hit points, automatically stabilizing them. The target can then choose to expend a Hit Die to immediately regain hit points equal to the maximum value of that Hit Die + their Constitution modifier.

FIELD DOCTOR

You have a knack for moving across the battlefield unscathed administering aid and crippling your foes. Beginning at 6th level, when you use your action to stabilize a creature, restore hit points, or grant temporary hit points, you gain the benefits of the Dodge action until the start of your next turn.

Additionally, when you use a Combat Medic action on your turn, you can make one weapon attack as a bonus action.



ADVANCED COMBAT MEDIC

You can perform wondrous feats of medicine. At 13th level, you learn the advanced Combat Medic actions below. You can use these actions a combined number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Regeneration. You touch a creature and restore hit points equal to 4 times your Unyielding Mind die. If the creature has a severed body part, you can reattach it as part of this action.

Restoration. You touch a creature and immediately end one of the following conditions that is currently affecting it: blinded, charmed, deafened, frightened, paralyzed, poisoned, a reduction to one of its ability scores, a reduction to its hit point maximum, or you reduce its level of exhaustion by 1.

Resuscitation. You touch a creature that has died within the last minute and it immediately returns to life with 1 hit point. You cannot bring back a creature that has died of old age, nor can you restore the creature's missing body parts.

MASTER PHYSICIAN

Your medical knowledge is without peer. Beginning at 17th level, whenever you restore hit points or grant temporary hit points to a creature, it gains the maximum possible amount of hit points, in place of rolling.

Also, any creature within 30 feet of you that expends Hit Dice to regain hit points at the end of a short rest can treat their Hit Dice as their maximum possible roll.

Savant
Tactician



TACTICIAN

Most successful monarchs, conquerors, and revolutions have a master strategist that is responsible for their success on the battlefield. Known as Tacticians, these intelligent leaders are always one step ahead of their enemies and strive to have a plan for every eventuality. They know the strategies that lead to glorious victory, and those that end in utter ruin. Alone, a Tactician is no threat, but with powerful allies to command, they become a formidable force, capable of toppling empires.

STUDENT OF WAR

When you adopt this Academic Discipline at 3rd level, you gain proficiency in History, and your proficiency bonus is doubled for any History check you make. If you are already proficient in History you instead gain proficiency in another skill of your choice from the savant skill list.

You also gain proficiency with all medium armor, shields, and all martial weapons without the heavy property. When you wear light or medium armor, you can use Intelligence, in place of Dexterity, when calculating your Armor Class.

TACTICAL COMMANDER

You can use your knowledge of warfare to direct your allies on the battlefield. Starting at 3rd level, you can use an action to issue one of the Orders below, targeting a creature within 60 feet, other than yourself, that can see or hear you. A single creature can only benefit from one Order at a time.

Attack Order. The next time the target of this Order takes the Attack action before the start of your next turn, they can make one additional weapon attack as part of that action.

Defensive Order. Until the beginning of your next turn, the target of this Order gains a bonus to their Armor Class equal to your Intelligence modifier (minimum of +1 Armor Class).

Maneuvering Order. As a reaction, the target of this Order can immediately move up to their full movement speed without provoking opportunity attacks.

Steadfast Order. Until the beginning of your next turn, the target of this Order gains a bonus to any Strength, Dexterity, or Constitution ability checks and saving throws they make equal to your Intelligence modifier (minimum of +1).

UNWAVERING RESOLVE

Your position as a leader doesn't allow you to succumb to your base instincts. Starting at 6th level, you have advantage on saving throws to resist the effects of enchantment spells, and you are immune to the frightened condition.

In addition, when you use your action to issue an Order, you can make one weapon attack as a bonus action.

STRATEGIC GENIUS

Your genius allows you to coordinate multiple allies. Starting at 13th level, when you use your action to issue an Order, you can issue the same Order to another creature within range.

MASTER TACTICIAN

Your presence on the field of battle inspires heroic action in those who fight beside you. Beginning at 17th level, when you issue an Order, the target creature gains temporary hit points equal to your Intelligence modifier (minimum of 1 hit point).

Also, when you use your action to issue an Order, you can target up to three creatures in range with the same Order.





OPTIONAL RULES: SAVANT

Detailed below are optional rules for the savant in line with official 5e classes; feats, multiclassing, and starting wealth.

OPTIONAL RULE: FEATS

If your group uses the optional rule for feats, the following feats are available in addition to those in the base game:

EXPERT LEARNER

You have always been quick on the uptake and pick up new skills and talents with ease. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- At the end of a long rest, you can learn one new language, or gain proficiency with one tool, skill, or weapon of your choice, so long as there is an example for you to learn from (such as a willing teacher or a manual). You can only gain one additional language or proficiency with this feature. If you learn a new language or proficiency, you immediately forget the previous language or proficiency.
- If you have the Expert Student feature, this additional language or proficiency is added to your total.

MENTAL ACUITY

Your mind is a wonderful thing, capable of bursts of insight and mental fortitude. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain one Unyielding Mind die, which is a d6. When you make an Intelligence, Wisdom, or Charisma ability check or saving throw you can expend this die, adding it to your roll. You can add this bonus after you roll, but before you know if you succeed or fail. You regain your expended Unyielding Mind dice when you finish a short or long rest.
- The die is added to any Unyielding Mind dice you have from another source, and scales in size with them.

ORATOR

You are trained in the art of public speaking, and use reason and logic to win debates. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in both Deception and Persuasion.
- You can use your Intelligence, in place of Charisma, for any Deception or Persuasion checks you make.

SCHOLAR OF LORE

You have spent time learning everything there is to know about a specific area of study. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in your choice of Arcana, History, Investigation, Medicine, Nature, or Religion.
- Once per day when you make an ability check using that proficiency, you can treat a roll of 9 or lower on the d20 as a 10. You can use this feature after you roll, but before you know if you succeed or fail.

OPTIONAL RULE: MULTICLASSING

If your group uses the rule on multiclassing, here's what you need to know if you choose the savant as one of your classes:

Ability Score Minimum. As a multiclass character, you must have a minimum Intelligence score of 13 in order to take your first level in this class, or to take a level in another class if you are already a savant.

Proficiencies Gained. If savant isn't your initial class, here are the proficiencies you gain when you take your first savant level: light armor, one skill of your choice from the savant skill list, and one set of artisan's tools of your choice.

OPTIONAL RULE: STARTING WEALTH

If your group uses the optional rule on starting wealth to purchase your equipment, a savant starts with 5d4 x 10 gp.



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