

## ACADEMIC DISCIPLINE

At 3rd level, a savant gains the Academic Discipline feature. The following exclusive options are available to a savant in addition to those presented with the base class: Combat Engineer, Occultist, Orator, Polymath, and Voyager.

### COMBAT ENGINEER

Combat Engineers combine 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.

#### ENGINEER FEATURES

##### Savant Level Feature

3rd	Student of Military Science, Sapping Strike
6th	Structural Reinforcement
13th	Destabilizing Strike
17th	Master Engineer

#### STUDENT OF MILITARY SCIENCE

When you pick this Academic Discipline at 3rd level, you gain proficiency with carpenter's tools and mason's tools, and your proficiency bonus is doubled for any check you make with them. If you are already proficient with either tool you gain proficiency in a skill of your choice from the Savant skill list.

You also gain proficiency with medium armor, shields, and all martial weapons. When you wear light or medium armor, you can use your Intelligence, in place of your Dexterity, to calculate your Armor Class.

#### SAPPING STRIKE

You have a keen insight into structural weak points. Starting at 3rd level, you can mark objects and structures with Adroit Analysis. When you hit a marked object or structure with a melee weapon attack it becomes an automatic critical hit.

Also, when you hit a creature marked by Adroit Analysis with a weapon attack, you can expend a use of Unyielding Mind and force the creature to make a Constitution saving throw against your Engineer save DC:

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

On a failed save, the target suffers the effect corresponding to the weapon's damage for 1 minute. It can repeat its saving throw at the start of each turn, ending the effect on a success.

**Bludgeoning.** The creature cannot take reactions, and on its turn it can use either an action or a bonus action, not both. Regardless of any abilities the creature may have, it can only make one 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). You cannot reduce a creature's Armor Class below 10.

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

### STRUCTURAL REINFORCEMENT

Beginning at 6th level, you can employ your understanding of design to reinforce structures and armor. At the end of a long rest, you touch a set of armor, a shield, or a Large or smaller object. Until the end of your next long rest, the armor, shield, or 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 at the end of each long rest, and three at 17th level.

### DESTABILIZING STRIKE

You can highlight your foe's structural weak points for those who fight with you. Starting at 13th level, when you use your Potent Observation reaction, and the triggering attack deals bludgeoning, piercing, or slashing damage, you can force the target to make a Constitution saving throw in place of the bonus damage. On a failed save, it suffers the corresponding Sapping Strike effect until the beginning of your next turn.

### MASTER ENGINEER

You have discovered a combination of chemicals capable of producing massive explosions. Beginning at 17th level, you can produce mundane explosives. At the end of each long rest, you produce a satchel of explosives with a number of charges equal to your Intelligence modifier (minimum of 1).

As an action on your turn, you can expend one or more charges, and throw an explosive at a point within 60 feet. Each creature within 15 feet must a Dexterity saving throw. They take 3d12 thunder damage per charge on a failed save, and half as much on a successful one. The area within 15 feet becomes difficult terrain until cleared away. Explosives from this feature deal maximum damage to mundane structures.

### 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 often 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.

#### OCCULTIST FEATURES

##### Savant Level Feature

3rd	Student of the Forgotten, Occult Tome
6th	Hidden Knowledge
13th	Words of Malice
17th	Accursed Gaze

#### STUDENT OF THE FORGOTTEN

When you adopt this Academic Discipline at 3rd level, you gain proficiency in Arcana and Religion, 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 with another skill from the Savant skill list. You also learn to speak, read, and write two exotic languages of your choice.

You can also use Adroit Analysis to learn the following characteristics about a creature: its alignment, its plane of origin, or its spellcasting ability (if it has one).



## OCCULT TOME

At 3rd level, you compile an Occult Tome that allows you to produce ritual spells and other magical effects. 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.

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

## HIDDEN KNOWLEDGE

In your research you have unearthed fragments of forbidden knowledge that imbue you with strange abilities. At 6th level, you learn two Eldritch Invocations from 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

Beginning at 13th level, your words are laced with sinister magic. The bonus damage from Potent Observation becomes necrotic, and when you deal necrotic damage in this way you gain temporary hit points equal to the necrotic damage dealt.

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

## ACCURSED GAZE

At 17th level, you unearth 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 having to expend a spell slot. You can cast *eyebite* this way a number of times equal to your Intelligence modifier (minimum of 1), and you regain all expended uses when you finish a long rest.

When you cast *eyebite* you can expend a use of Unyielding Mind to impose disadvantage on the target's saving throw.

## ORATOR

Orators are true masters of linguistics and the spoken word. These wordsmiths use nothing but their wit and mastery of rhetoric to rebuff their foes and empower their allies. With utmost confidence, they stride boldly into hostile situations, confident that they can win anyone with their eloquence.

Unlike others who rely on their charm, Orators embolden their allies and win over their foes with well reason logic.

## STUDENT OF REASON

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

In addition, you learn to speak, read, and write a number of languages equal to your Intelligence modifier (minimum of 1). Whenever your Intelligence modifier increases you learn to speak, read, and write an additional language of your choice.

## WORDS OF POWER

Your mastery over spoken word allows you to dominate and inspire creatures that hear you. Starting at 3rd level, you can use your action to speak aloud one of the words of power below, forcing a creature within 60 feet that can hear you to make a saving throw against your Orator save DC.

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

When you use this action, you choose to speak one of the words of power detailed below. The target must succeed on the corresponding saving throw or suffer the effects:

**Confound.** You speak words that sow confusion in the mind of your foe, forcing the target to make an Intelligence saving throw. On a failed save, the creature must subtract your Intelligence modifier (minimum of -1) from any attack roll they make before the beginning of your next turn.

**Disorient.** You speak words that disorient your foe, forcing them to make a Wisdom saving throw. On a failed save, the creature must subtract your Intelligence modifier (minimum of -1) from the next Intelligence, Wisdom, or Charisma saving throw they make before the beginning of your next turn.

**Encourage.** You speak words that motivate your allies. The creature can add your Intelligence modifier (minimum of +1) to one attack roll or saving throw of their choice before the beginning of your next turn. They can add this bonus after they roll, but before they learn if the roll succeeds or fails.

**Inspire.** You speak aloud words that rouse your allies to fight on. The creature gains temporary hit points equal to your Intelligence modifier (minimum of 1 hit point).

## UNWAVERING WILL

Your logical thought patterns prevent others from removing your mental agency. Starting at 6th level, you have advantage on saving throws to resist the effects of enchantment spells, and you are immune to the charmed condition.

In addition, when you use your action to speak a word of power, you can make one weapon attack as a bonus action.





## SUPREME RHETORIC

Your speech bears the power to crush the weak and inspire the disheartened. At 13th level, you learn the words of power below. You can speak these words 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.

**Empower.** You speak words of power that enliven all who hear them. A number of creatures of your choice equal to your Intelligence modifier (minimum of 1) gain temporary hit points equal to your savant level and have advantage on the next ability check or saving throw they make.

**Enfeble.** You speak words of power that cripple the mind of a creature, and force it to make an Intelligence saving throw. On a failed save, the creature is stunned for 1 minute. Each time the creature takes damage it can repeat its saving throw. On a successful save, the stun ends.

## MASTER ORATOR

It is rare that you fail to convince your audience. Starting at 17th level, when you make a Deception or Persuasion check, you treat a roll of 9 or lower on the d20 as a 10.

In addition, if you spend at least 1 minute talking with a creature, you can choose to charm them as if you had cast *suggestion*. You can have a number of creatures charmed in this way equal to your Intelligence modifier (minimum of 1), and charming another creature ends the oldest charm effect.

## POLYMATH

Masters of the tactile sciences, Polymaths 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 Polymath 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.

### POLYMATH FEATURES

#### Savant Level Feature

3rd	Student of Innovation, Spark of Invention
6th	Flexible Expertise, Mechanical Servant
13th	Improved Mechanics
17th	Mechanical Guardian

## STUDENT OF INNOVATION

When you adopt this Academic Discipline at 3rd level, 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 either, you gain proficiency in a skill of your choice from the savant skill list.

Additionally, your Unyielding Mind dice become d8s. As you gain levels in this class their die size increases again: at 10th level (1d10), 15th level (1d12), and 20th level (1d20).

## SPARK OF INVENTION

You can craft wondrous objects. Beginning at 3rd level, you gain a number of Inventive Sparks equal to your proficiency bonus + your Intelligence modifier. As an action, you can use your tinker's tools to craft a Wondrous Item, expending a number of Inventive Sparks depending on the item's rarity:

## SPARK OF INVENTION ITEMS

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

You are able to master anything that you put your mind to. Beginning at 6th level, if you use Expert Student 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. You must learn each skill or tool proficiency from a separate example in order to gain Expertise.

You can only have one Expertise at a time from this feature, but you gain more at certain levels in this class; you can have two Expertise at 13th level, and three Expertise at 17th level.

## MECHANICAL SERVANT

Starting at 6th level, 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 *find familiar* 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

Your inventive skills have greatly improved. Starting at 13th level, over the course of 1 hour, you can destroy one of your Spark of Invention items, regaining any Inventive Sparks used in its creation, and immediately use those Sparks to create another Wondrous Item of your choice. You can use this feature during the course of a short rest.

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

## MECHANICAL GUARDIANS

Beginning at 17th level, 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!



## VOYAGER

Some savants are compelled by fate to venture into the world. Known as Voyagers, these auspicious explorers 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, Voyagers find success where others fail, and can overcome obstacles that can seem insurmountable.

### VOYAGER FEATURES

Savant Level	Feature
3rd	Student of Destiny, Fate-Touched
6th	Strange Luck
13th	Fortuitous Observation
17th	Master of Destiny

### STUDENT OF DESTINY

When you adopt this Academic Discipline at 3rd level, you gain proficiency with navigator's tools and one skill of your choice from the savant skill list. Your proficiency bonus is doubled for any ability check that uses either of these skills. If you are already proficient with navigator's tools, you gain proficiency in another set of artisan's tools of your choice.

Your desire to explore has landed you in many a difficult situation. You gain proficiency with improvised weapons.

### FATE-TOUCHED

Whether blessed at birth or favored by fate, you have always had an uncanny ability to succeed at pivotal moments. At 3rd level, you gain four Fate Dice, which are d4s, that represent this luck. Whenever you make an attack roll, ability check, or saving throw, you can expend any number of Fate Dice and add them to your roll. However, you can only add Fate Dice to a roll before you know the result of that roll.

You regain all expended Fate Dice when you finish a short or long rest. You gain an additional Fate Die when you reach 6th level, and again at 13th and 17th level in this class.

### STRANGE LUCK

You have a way of finding success when all hope seems lost. Starting at 6th level, when you roll a natural 1 on the d20 for an attack roll, ability check, or saving throw, you can expend a Fate Die as a reaction to roll again. You must use the result of the new roll even if you roll another 1 on the d20.

In addition, when a creature hits you with a critical hit on an attack roll, you can use a reaction to expend one of your Fate Dice to turn the attack into a normal hit.

### FORTUITOUS OBSERVATION

Your determination to grasp success from the jaws of defeat allows you to bend the fates of those around you. Beginning at 13th level, when a creature within 60 feet that you can see makes an attack roll, ability check, or saving throw, you can grant them advantage on their roll as a reaction.

If you use this reaction on an attack roll and the attack hits, you can use Potent Observation as part of the same reaction.

You can use this reaction 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 OF DESTINY

You can will success when the outcome seems impossible. Starting at 17th level, when you, or a creature you can see within 60 feet, makes an ability check or saving throw, you can choose to substitute your Intelligence score for the d20 instead place of rolling. You must choose to use this feature before you or the creature you target rolls for the triggering ability check or saving throw.

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

### CUSTOM CREATION!

The Voyager Academic Discipline for the Savant was created for one of my Archmage level Patrons.





## LICENSE

OPEN GAME License Version 1.0a The following text is the property of Wizards of the Coast, LLC. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, License, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, Spells, enchantments, personalities, teams, personas, likenesses and Special abilities; places, locations, environments, creatures, Equipment, magical or supernatural Abilities or Effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the OPEN Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to Identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or Conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive License with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original Creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a Challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE  
Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.  
  
System Reference Document 5.1 Copyright 2016, Wizards of the Coast, LLC.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

## END OF LICENSE

