



THE SAVANT EXPANDED

HOMEBREW

A Multitude of Additional Options for the Savant Class
in the World's Greatest Roleplaying Game



THE SAVANT EXPANDED

The [Savant Class](#) is an Intelligence-based, non-magical class for 5e that focuses on gathering information and supporting their allies. This Expanded document provides a multitude of additional options for the savant class as detailed below:

Personality & Quirks. Use these roleplaying tables to randomly determine your savant's quirks and personality, take what you like, or use the options here for inspiration

Scholarly Feats. It is no secret that Intelligence is the ability score with the least useful and synergistic options for feats. The feats presented here look to solve that problem!

Magic Items. Enhance your loot with a variety of magic items of all rarities designed specifically for the savant.

Additional Academic Disciplines. Included below are four additional Disciplines for savants to choose from at 3rd level: Culinarian, Orator, Philosopher, and Rune Scribe!

PERSONALITY & QUIRKS

Having trouble creating a personality for your savant, or just looking for inspiration? Choose an Obsession, Eccentricity, and an Irrational Fear from the tables presented here.

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.

d6	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 use the word "inconceivable" all the time even though you aren't exactly sure what it means

ECCENTRICITIES

Often, with great intellect and intense mental focus comes some strange habits. A savant's eccentricities are usually the result of them spending too much time on their field of study.

d6	Eccentricity
1	You assume that every person you talk to cares about the minutia of your area of expertise.
2	You have a really bad habit of only speaking in the technical jargon of your field.
3	You don't understand children.
4	When someone doesn't understand something you just haven't explained it enough times.
5	You take diligent notes on everything even when it isn't socially appropriate.
6	You are so dedicated to your field of study that you find yourself explaining things to your foes.

IRRATIONAL FEARS

Despite their impressive minds, savants tend to develop fears that anyone with common sense would find totally irrational.

d6	Irrational Fear
1	You are <i>convinced</i> you contracted a minor form of lycanthropy from a dog that bit you as a child.
2	You will do literally anything to avoid interacting with fire magic.
3	You always make sure to sleep with a silver coin in your hand to ward off night hags.
4	You hate snakes and snake-like creatures.
5	You are so afraid of undead that the sight of them causes you to vomit.
6	You give out code words to your allies so they can prove they aren't doppelgangers.



SCHOLARLY FEATS

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

CLASSICAL ARTIST

Your great intellect has allowed you to master what many would consider the fine arts. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency with both mason's tools and painter's supplies, and you can add double your proficiency bonus to any check you make with these tool proficiencies.
- You can use mason's tools or painter's supplies and the appropriate materials to create a work of fine art worth 50 gp for each 8-hour workday you spend working on it.
- You have advantage on checks to evaluate the value of art.

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.

HELPFUL INSIGHTS

You always seem to have helpful advice for any situation, no matter how obscure. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You can use a bonus action to take the Help action.
- When you use the Help action to give a target advantage on an ability check that you are proficient in, they gain a bonus to their roll equal to your Intelligence modifier.

LIFELONG LEARNER

You have made a vow to never stop learning, no matter how old or intelligent you become. You gain the benefits in the table below depending on your Intelligence modifier. Should your Intelligence modifier increase, through the Ability Score Increase feature or magic item, you gain additional benefits.

Modifier	Benefit
+1	You learn to speak, read, and write one additional language of your choice.
+2	You gain proficiency with one set of artisan's tools of your choice.
+3	You gain proficiency in a skill of your choice.
+4	Choose one of your skill proficiencies. You treat a roll of 7 or lower on the d20 as an 8 when you make an ability check with that skill.
+5	When you are forced to make a Wisdom saving throw, you can choose to make an Intelligence saving throw instead.



MASTER LINGUIST

You are a master of various languages and have a way of relating to other creatures. You gain the following benefits:

- Increase either your Intelligence score or your Charisma score by 1, to a maximum of 20.
- You learn to speak, read, and write a number of additional languages equal to your proficiency bonus.
- You have advantage on any Charisma (Deception) or Charisma (Persuasion) checks you make when speaking to a creature in its native language (other than common).

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 two Intellect Dice, which are d4s. Whenever you make an Intelligence, Wisdom, or Charisma ability check or saving throw you can expend an Intellect Die, adding it to your roll. You can add this Die after you roll, but before you know if you succeed or fail. You regain any expended Intellect Dice when you finish a short or long rest.
- These Intellect Dice are added to any Intellect Dice you have from another source, and scales in size with them.

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 one of the following skills: Arcana, History, Investigation, Medicine, Nature, or Religion.
- Choose one skill from the list above. Once per day when you make a check with that skill, 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.



MAGIC ITEMS

Consider adding the following scholarly magic items to your game, particularly if one of your players is playing a savant.

Some of the magic items listed below require attunement by a creature with at least one level in the savant class.

ANIMATED QUILL

Wondrous item, common

This fanciful quill looks to be made from the feather of an elegant bird of unknown origin. As an action, you can speak the Quill's command word and touch it to a piece of paper or parchment. It then begins to transcribe your words, stopping after 1 hour, or if its command word is spoken again.

BLADE OF THE SCRIBE

Weapon (rapier), rare (requires attunement by a savant)

The handle of this elegant rapier is fashioned from silver and steel, its thin blade filled with ink. The blade bears an Elvish inscription that, when translated, reads "The pen is mightier than the sword, but this is mightier still". You gain a +1 bonus to both attack and damage rolls with this magic weapon.

This magic weapon has 4 charges. When you hit a creature with this weapon, you can expend 1 charge to release a blast of ink. The target must succeed on a DC 15 Dexterity saving throw or be blinded for 1 minute. This effect ends early if the creature uses its action to wipe the ink from its eyes.

The rapier regains 1d4 charges daily at dawn.

*A Savant studies
an ancient
ritual*

DOCTORAL ROBES

Wondrous item, legendary (requires attunement by a savant)

These luxurious navy blue robes were made by an ancient empire long forgotten for the head of an academy of learning.

While attuned to these robes you gain the benefits below:

- If you aren't wearing armor, your Armor Class is equal to 12 + your Intelligence modifier + your Wisdom modifier.
- When you are forced to make a saving throw you gain a bonus to your roll equal to your Intelligence modifier.
- When a creature that can hear you within 30 feet of you makes a saving throw you can use your reaction to spend an Intellect Die and add it to the result of their roll.
- You know the *guidance* cantrip, and when you cast it the target adds your Intellect Die to their roll instead of a d4.

MONOCLE OF THE LINGUIST

Wondrous item, uncommon (requires attunement)

This single eyeglass allows you to read and understand writing in any language as if it were your native tongue.

RING OF REMEMBERING

Ring, rare (requires attunement)

This simple bronze ring is etched with hieroglyphics from a forgotten civilization. This ring has 3 charges and it regains 1 of its expended charges daily at dawn. While wearing the ring, you can expend 1 charge and focus your thoughts on one object or creature you can see. You instantly learn a piece of significant forgotten or secret knowledge about the target.

If no such information exists then you learn nothing.

SCHOLAR'S CAP

Wondrous item, uncommon (requires attunement)

This elegantly made hat marks you as a scholarly member of high society. While wearing this hat, you have advantage on any ability check you make to interact with royalty, nobility, and other aristocratic members of high society.

Additionally, once per day when you make an Intelligence, Wisdom, or Charisma-based ability check, you can choose to substitute your d20 roll with your Intelligence score.

TOME OF EVERLASTING GENIUS

Wondrous item, very rare (requires attunement by a savant)

This elegantly made ageless tome has been passed down by generations of geniuses, each adding more information to its pages. This tome contains 1d4 + 1 entries from those listed below. You can roll randomly, or the DM can choose them.

For each entry in the tome, you gain proficiency in the skill that corresponds with the genius who wrote the entry, and an additional +5 bonus to any checks you make with that skill.

Genius (Proficiency)

Actor (Performance)

Astronomer (Nature)

Cultist (Deception)

Linguist (Persuasion)

Magistrate (History)

Genius (Proficiency)

Psychologist (Insight)

Surgeon (Medicine)

Researcher (Investigation)

Ritualist (Arcana)

Theologian (Religion)

Once you are attuned to this tome for a year and a day, you can add your own entry into the tome detailing your area of expertise, choosing one skill that you are proficient in to add.



ACADEMIC DISCIPLINE

At 3rd level, a savant gains the Academic Discipline feature. The following additional Academic Disciplines are available to savants: Culinarian, Orator, Philosopher, and Rune Scribe.

CULINARIAN

The savants known as Culinarians put their great intellects to work in the science of food and drink. Ever the adventurers, they leave their kitchens behind, venturing out into the world in a lifelong search for new wondrous and exotic ingredients. What strange and exciting recipes will you come to discover?

CULINARIAN FEATURES

Savant Level Feature

3rd	Student of Flavor, Adventurer's Cook Book
6th	A Cut Above
13th	Improved Recipes
17th	Master Culinarian

STUDENT OF FLAVOR

When you adopt this Academic Discipline at 3rd level, you gain proficiency in Nature and with cook's utensils, and you add double your proficiency bonus to any checks you make with either proficiency. If you're already proficient in Nature, you gain proficiency in another skill from the savant skill list.

In addition, if you have access to your cook's utensils and ingredients to cook with, any creature that spends at least 1 Hit Die to regain their hit points during a short rest with you regains additional hit points equal to your Intellect Die.

ADVENTURER'S COOK BOOK

At 3rd level, you begin to compile a Cook Book of the Recipes you have learned during the course of your adventures.

Adding a Recipe. As an action, you can harvest a sample from a creature that died within the last minute and preserve it to create a Recipe. Over the course of 1 hour, which can be during a short or long rest, you can use cook's utensils and a sample to create a new Recipe based on the creature type of the sample from the list at the end of this Discipline.

Preparing a Morsel. At the end of a short or long rest, you can expend any number of Intellect Dice, preparing a Morsel for each Intellect Die you expend. Each Morsel you prepare has the properties of one of the Recipes you currently have in your Cook Book. You do not need to have ingredients from a Recipe's creature type to prepare a Morsel from that Recipe.

Any Morsels you prepare lose their potency at the end of your next short or long rest and become inedible.

Serving Morsels. As an action, a creature can eat a Morsel you have prepared, or feed it to a conscious willing creature within its reach. A creature that eats a Morsel gains the benefits of the Morsel as detailed in its Recipe. A creature can only benefit from one Morsel at a time. Eating a Morsel instantly ends any previous Morsel benefits a creature has.

Replacing Your Cook Book. Should your Cook Book be lost or destroyed, you must reacquire fresh samples of each creature type in order to recreate any Recipes you knew.

You can create a copy of your Cook Book by spending an hour copying each Recipe contained within the Cook Book.

A CUT ABOVE

Beginning at 6th level, you can expend an Intellect Die as an action to create a Morsel from your Cook Book. Morsels you prepare this way have their duration reduced to 10 minutes.

In addition, when you use your action to eat a Morsel, feed a Morsel to another creature, harvest a sample, or prepare a Morsel, you can make a weapon attack as a bonus action.

IMPROVED RECIPES

Your Recipes invigorate your allies along with their normal benefits. Starting at 13th level, creatures that eat one of your Morsels gain temporary hit points equal to your savant level.

MASTER CULINARIAN

You are a master monster chef and can cook with anything, anywhere. Starting at 17th level, during the course of a long rest, you can use your cook's utensils to prepare a monstrous feast for a number of creatures equal to your savant level.

Any creature that eats a portion of this meal gains the benefits listed below until the end of their next long rest:

- They are instantly cured of any poisons or disease and are immune to the poisoned and frightened conditions.
- Their hit point maximum increases by an amount equal to your Intellect Die + your Intelligence modifier.
- They gain a bonus to their Wisdom saving throws equal to your Intelligence modifier (minimum of +1).

CREATURE RECIPES

The following Recipes are available for Culinarians to learn from various creature samples. Some of the Recipes have a level prerequisite, which refers to your savant level. You can learn a Recipe at the same time you meet its prerequisite.

BEAST (AIR)

Prerequisite: Any Beast with a flying speed

A creature that eats this Morsel gains a bonus to initiative rolls equal to your Intelligence modifier for 1 hour.

BEAST (LAND)

Prerequisite: Any Beast without a flying or swim speed

A creature that eats this Morsel regains hit points equal to your Intellect Die + your Intelligence modifier.

BEAST (SEA)

Prerequisite: Any Beast with a swimming speed

A creature that eats this Morsel gains a swimming speed equal to their walking speed for 1 hour.

MONSTROSITY

Prerequisite: Any Monstrosity

A creature that eats this Morsel gains the benefits of the *alter self* spell for 1 hour. The creature must concentrate on this effect as if they were concentrating on a spell.

PLANT

Prerequisite: Any Plant

A creature that eats this Morsel is instantly cured of one of the following conditions currently affecting it: blinded, deafened, paralyzed, petrified, poisoned, or their level of exhaustion is reduced by 1 (maximum once per day).





ABERRATION

Prerequisite: Any Aberration, 6th level Culinarian

A creature that eats this Morsel can telepathically speak to creatures within 30 feet for 1 hour. A target must be able to understand at least one language to understand its telepathy.

DRAGON

Prerequisite: Any Dragon, 6th level Culinarian

A creature that eats this Morsel gains resistance to the damage type of the dragon's breath weapon for 1 hour.

You can create a separate Recipe in your Cook Book for each type of Dragon you have harvested a sample of.

GIANT

Prerequisite: Any Giant, 6th level Culinarian

A creature that eats this Morsel grows to become the size of the Giant used in the creation of this Recipe for 1 hour. While it is enlarged in this way, the creature must concentrate on this effect as if they were concentrating on a spell, and it gains a bonus to its Strength checks and Strength saving throws equal to your Intelligence modifier.

You can create a separate Recipe in your Cook Book for each size of Giant you have harvested a sample of.

Ooze

Prerequisite: Any Ooze, 6th level Culinarian

A creature that eats this Morsel reduces any lightning or slashing damage it takes by an amount equal to your Intelligence modifier for 1 hour.

CELESTIAL

Prerequisite: Any Celestial, 13th level Culinarian

A creature that eats this Morsel manifests a pair of ethereal angelic wings and gains a 30-foot flying speed for 1 hour.

ELEMENTAL (AIR)

Prerequisite: Any Air Elemental, 13th level Culinarian

A creature that eats this Morsel can take the Dash action as a bonus action, and hold its breath indefinitely for 1 hour.

ELEMENTAL (EARTH)

Prerequisite: Any Earth Elemental, 13th level Culinarian

A creature that eats this Morsel gains tremorsense out to a 15-foot radius, and gains resistance to non-magical bludgeoning, piercing, and slashing damage for 1 hour.

ELEMENTAL (FIRE)

Prerequisite: Any Fire Elemental, 13th level Culinarian

A creature that eats this Morsel gains immunity to both the charmed and frightened conditions for 1 hour.

ELEMENTAL (WATER)

Prerequisite: Any Water Elemental, 13th level Culinarian

A creature that eats this Morsel can breathe both air and water, gains a 30-foot swimming speed, and can use its reaction to turn a critical hit into a normal hit for 1 hour.

FEY

Prerequisite: Any Fey, 13th level Culinarian

For the next hour, a creature that eats this Morsel can use a bonus action on its turn to teleport to an unoccupied space it can see within 30 feet.

FIEND

Prerequisite: Any Fiend, 13th level Culinarian

A creature that eats this Morsel has advantage on saving throws to resist spells and other magical effects for 1 hour.

CREATING YOUR OWN RECIPES

Part of the genius of a Culinarian is the creation of custom signature Recipes. If you have an idea for a Recipe based on a creature type that isn't included here, work with your DM to design a suitable effect based on the abilities of a creature of that type.

Whatever Recipe you design, its effects should last for 1 hour and should be equal in power to the other Recipes a Culinarian can learn at that level.



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-reasoned logic.

ORATOR FEATURES

Savant Level Feature

3rd	Student of Logic, Rhetorical Prowess
6th	Logical Mind
13th	Peerless Rhetoric
17th	Master Orator

STUDENT OF LOGIC

When you adopt this Academic Discipline at 3rd level, you gain proficiency in both Deception and Persuasion, 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 from the savant skill list.

You studies also gain for you the following benefits:

- You can use your Intelligence, in place of your Charisma, whenever you make a Deception or Persuasion check.
- You learn to speak, read, and write a number of extra languages equal to your Intelligence modifier.
- When you speak to a creature in its native tongue (other than common), you gain a bonus to any Deception or Persuasion check you make equal to your Intellect Die.

RHETORICAL PROWESS

Your mastery over the spoken word allows you to dominate, inspire, and cajole other creatures who can understand and hear you. At 3rd level, you gain the rhetorical abilities listed below. If one of these abilities requires a creature to make a saving throw, the saving throw DC is calculated as follows:

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

Convincing Dialog. If you spend at least 1 minute talking to a creature that is not hostile toward you, you can expend an Intellect Die to charm it for up to 1 hour. This effect ends early if you or your allies do anything harmful to the creature.

Distracting Retort. When a creature within 30 feet of you attacks a creature, you can use your reaction to force the attacker to make a Wisdom saving throw. On a failed save, the creature subtracts your Intellect Die from its attack roll.

Inspiring Word. As an action, you can expend an Intellect Die and grant a willing creature you can see within 30 feet temporary hit points equal to your Intellect Die roll.

Soothing Speech. As an action, you can spend an Intellect Die and force a creature within 30 feet to make a Charisma saving throw. On a failed save, it becomes indifferent toward creatures of your choice that it was hostile toward for up to 1 minute. The effect ends if you or an ally harm the creature.

Uplifting Remark. When a creature within 30 feet makes an Intelligence, Wisdom, or Charisma saving throw, you can expend an Intellect Die as a reaction, adding it to their roll.



LOGICAL MIND

Your masterful grasp of logic and rhetoric allows you to better resist mind-altering effects. Starting at 6th level, you have advantage on any saving throws to resist enchantment spells, and you are immune to the charmed condition.

Additionally, when you use your action to use a rhetorical ability, you can make one weapon attack as a bonus action.

PEERLESS RHETORIC

You are able to bend the masses to your will with nothing more than your words. At 13th level, you gain the rhetorical abilities listed below. You can use each ability once, and you cannot use it again until you finish a short or long rest.

Motivational Address. Over the course of 1 minute, you speak to a number of creatures equal to your savant level who can hear and understand you. They gain temporary hit points equal to your savant level. While the temporary hit points remain, they have advantage on saving throws to resist enchantment spells and they are immune to being frightened.

Definitive Argument. As an action, you speak to a number of creatures who can hear and understand you equal to your savant level. They must succeed on a Wisdom saving throw or be charmed by you for the next 24 hours as if by the *mass suggestion* spell. The effect ends if you harm the creature.

If you were speaking to any of the creatures for at least 1 minute before using this action, and they were not hostile towards you, they have disadvantage on their saving throw.

MASTER ORATOR

Your absolute mastery over the spoken word allows you to bend all but the strongest creatures to your will. Beginning at 17th level, when you force a creature to make a saving throw to resist the effects of one of your rhetorical abilities, it has disadvantage on the roll if both its Intelligence and Wisdom scores are lower than your Intelligence score.





PHILOSOPHER

Philosophy is considered by many to be the purest Discipline a savant can pursue. They expend their genius pondering the deep questions of existence; the purpose of life, the nature of the planes, and the relationship between mortals and gods. Through their study of the multiverse, a Philosopher looks to perfect their knowledge of the cosmos and their place in it.

DISCIPLINE FEATURES

Savant Level Feature

3rd	Student of Thought, Words of Power
6th	Unwavering Will
13th	Supreme Understanding
17th	Master Philosopher

STUDENT OF THOUGHT

When you join this Academic Discipline at 3rd level, you gain proficiency in both 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 in another skill of your choice from the Savant skill list.

Your understanding of the higher levels of reality and the planes of the multiverse grants you the following benefits:

- When you make an ability check to communicate with or recall information about, a creature from another plane, you gain a bonus to the roll equal to your Intellect Die.
- You can use your Adroit Analysis to learn the following additional characteristics about a creature: its alignment, its spellcasting ability (if it has one), the highest level spell it can cast, or if it is native to your current plane.

WORDS OF POWER

Through years of study, you have uncovered Words of Power that were used in the shaping of the multiverse. Starting at 3rd level, you can expend an Intellect Die as an action and speak aloud one of the Words of Power below, focusing on a creature that can hear you within 30 feet, forcing it to make a saving throw, against your Philosopher save DC:

Philosopher save DC = 8 + your proficiency bonus
+ your Intelligence modifier.

Confound. You force the target to make an Intelligence saving throw. On a failed save, it subtracts your Intelligence modifier from the first attack roll it makes on each turn for 1 minute. It can repeat this saving throw at the start of each of its turns, ending the effect on a success.

Disorient. You force the target to make a Wisdom saving throw. On a failed save, it must subtract your Intelligence modifier from the next saving throw it is forced to make.

Fear. You force the target to make a Wisdom saving throw. On a failed save, it is frightened of a creature of your choice that it can see for 1 minute. It can repeat this saving throw at the start of each turn, ending the effect on a success.

Halt. You force the target to make a Strength saving throw. On a failed save, its speed is reduced to 0 for 1 minute. The target can repeat this saving throw at the beginning of each of its turns, ending the effect on a success.

Shift. You force two creatures of your choice to make a Charisma saving throw. If both targets fail their save, they instantly switch places. A creature can willingly fail this save.

UNWAVERING WILL

Your sense of purpose and willpower are unyielding. Starting at 6th level, when you make an Intelligence or Wisdom saving throw to take only half damage from a spell, you can spend an Intellect Die to take no damage if you succeed on your saving throw, and only half damage if you fail your saving throw.

You also gain proficiency in Charisma saving throws.

SUPREME UNDERSTANDING

You have learned to manipulate the world with more potent Words of Power. At 13th level, you learn the greater Words of Power below. You must concentrate on the effects of these Words of Power as if you were concentrating on a spell:

Banish. You force a target to make a Charisma saving throw. On a failed save, it is banished for up to 1 minute. If it is native to your current plane, it is banished to a harmless demiplane. If it is native to another plane, it is banished to its native plane. The target can repeat its saving throw at the end of each turn. On a success, it returns to an unoccupied space nearest to the place it was originally banished from.

Enfeeble. You force a target to make an Intelligence saving throw. On a failed save, it is stunned for 1 minute. The target can repeat this saving throw at the start of each turn, and each time it takes damage, ending the effect on a success.

MASTER PHILOSOPHER

Your willpower rivals that of the most powerful extraplanar beings. Starting at 17th level, you are under the effects of *protection from evil and good* while you are conscious.

Moreover, when an aberration, celestial, elemental, fey, fiend, or undead creature forces you to make a saving throw, you gain a bonus to your roll equal to your Intellect Die.



RUNE SCRIBE

Legends say that rune magic is the most ancient arcane art to be mastered by mortals. Savants who dedicate their lives to the study of these Runes are known as Rune Scribes. They learn all they can about these ancient sigils that embody the fundamental magic of creation. The magic of Runes is rarely used, and jealously guarded by those who can wield its power.

DISCIPLINE FEATURES

Savant Level Feature

3rd	Student of Ancient Lore, Runes of Power
6th	Ancient Magics
13th	Runic Ward
17th	Master Rune Scribe

STUDENT OF ANCIENT LORE

When you join this Academic Discipline at 3rd level, you gain proficiency in History and with calligrapher's supplies, and your proficiency bonus is doubled for any check you make with these proficiencies. If you're already proficient in History you gain proficiency in another skill from the savant skill list.

You can also speak, read, and write two of the following Runic Languages, which are used to inscribe the Runes you learn: Draconic, Druidic, Dwarvish, Giant, or Primordial.

RUNES OF POWER

At 3rd level, you learn the artful and ancient magic of Runes.

Runes Known. You know two Runes of your choice from the list at the end of this Discipline. Some Runes have a level prerequisite, which you can learn when you meet that level.

You learn an additional Rune of your choice when you reach 6th, 10th, 13th, and 17th level in this class.

When you gain a level in this class, you can replace one of the Runes you know with another Rune of your choice.

Inscribing Runes. During the course of a long rest, you can spend 1-hour using calligrapher's supplies to inscribe a Rune you know onto a non-magical object, inscribing it in a Runic Language you know. A creature that bears an object inscribed with a Rune gains the passive benefit of that Rune for as long as they wear or wield the inscribed object.

A Rune you know can only be inscribed in one object at a time, and inscribing it into another object causes the magic of any previous inscriptions of that Rune to instantly dispel.

Invoking Runes. A creature that bears an object inscribed with one of your Runes can use an action to invoke the Rune. A creature must be able to speak the Runic Language of the Rune's inscription in order to invoke the Rune's effect.

Once a Rune has been invoked, it cannot be invoked again until the Rune Scribe that inscribed it finishes a long rest.

Runic Casting Modifier. Intelligence is your Runic casting ability for your Runes, as you unlocked their power through years of research. You use Intelligence when a Rune refers to your Runic casting ability, when you set the saving throw DC, or when you make an attack roll with one of your Runes.

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

Runic attack modifier = your proficiency bonus
+ your Intelligence modifier

ANCIENT MAGICS

The innate power of your Runes has grown. Beginning at 6th level, any object inscribed with one of your Runes counts as magical for as long as the magic of the inscribed Rune lasts.

Also, during the course of a short rest, you can perform a short 10-minute ritual to reawaken the magic of a Rune that has already been invoked for the day, allowing it to be invoked one additional time before the end of your next long rest.

RUNIC WARD

Your Runes offer a measure of protection to those that bear them. Beginning at 13th level, creatures that bear an object inscribed with one of your Runes gain a bonus to their saving throws equal to your Intelligence modifier (minimum of +1).

MASTER RUNE SCRIBE

You can draw on the magic of your Runes to protect yourself when in need. Starting at 17th level, when you are reduced to 0 hit points but not killed outright, you can draw on the latent power of one of your inscribed Runes, instantly dispelling the Rune and any of its effects, to fall to 1 hit point instead.

RUNES

Below are the Runes available for a Rune Scribe to learn. If a Rune has a level prerequisite, you can learn that Rune at the same time you meet its prerequisite. Some Runes can only be inscribed in certain objects as detailed in its description.

RUNE OF ENCHANTMENT

Item: a bracelet, diadem, ring, or necklace

Creatures will treat the bearer of this Runic object one stage friendlier than they normally would. For example, a neutral creature would feel compelled to view the bearer as a friend, and a hostile creature would view the bearer neutrally.

The bearer can invoke this Rune to cast its choice of the *calm emotions*, *charm person*, or *command* spell, targeting a total number of creatures equal to your proficiency bonus.

RUNE OF EVOCATION

Item: a melee weapon

When the bearer hits a creature with an attack with this Runic weapon, it deals additional acid, cold, fire, poison, or lightning damage (their choice) equal to your Intellect Die.

When the bearer of this Rune hits with an attack or casts a spell that deals acid, cold, fire, poison, or lightning damage, it can invoke this Rune to cause one target of the attack or spell to take the maximum possible damage in place of rolling.

RUNE OF ILLUSION

Item: a cloak, robe, or suit of armor

The bearer of this Runic object can use an action to totally change their appearance, determining the specifics of their changes, including height and weight, though they cannot change their size. They can appear as another race, but they must adopt a form that they have seen before. Their clothing, including the Runic object, and equipment do not change.

These changes can be detected by a successful Intelligence (Investigation) check made against your Runic save DC.

The bearer can invoke this Rune to turn invisible for up to 10 minutes. This invisibility instantly ends if they attack a creature or force a creature to make a saving throw.





RUNE OF NECROMANCY

Item: a belt, ring, or suit of armor

The bearer of this Runic object can use its bonus action to grant itself temporary hit points equal to your Intelligence modifier (minimum of 1 temporary hit point).

When the bearer of this Rune is reduced to 0 hit points but not killed outright, it can invoke the Rune to fall to 1 hit point.

RUNE OF ABJURATION

Prerequisite: 6th level Rune Scribe

Item: a shield, robe, or suit of armor

Once per turn, the bearer of this Runic object can reduce the damage they take from a spell or another magical effect by an amount equal to your Intelligence modifier (minimum of 1).

The bearer can invoke this Rune to cast *counterspell* or *dispel magic* at a level equal to your proficiency bonus, using your Intelligence as the spellcasting ability for these spells.

RUNE OF CONJURATION

Prerequisite: 6th level Rune Scribe

Item: a belt, ring, or shield

The bearer of this Runic object can use its action to expend any amount of its remaining movement speed to teleport to an unoccupied space of their choice it can see within that distance, without provoking opportunity attacks.

The bearer can invoke this Rune to conjure a creature of its choice that it has seen before with a CR equal to half your proficiency bonus or lower. The creature shares the bearer's initiative in combat and acts immediately after it. The bearer can use its bonus action to command the creature to move and take an action from its stat block. The conjured creature remains for 1 minute or until it is reduced to 0 hit points.

RUNE OF DIVINATION

Prerequisite: 13th level Rune Scribe

Item: a wand, staff, robe, or spellcasting focus

The bearer of this Runic object can cast *identify* and *detect magic* as rituals. It also gains a bonus to Wisdom (Insight) checks equal to your Intelligence modifier (minimum of +1)

When you inscribe this Rune you roll a d20 and record the result. When a creature within 30 feet of the bearer makes an attack roll, ability check, or saving throw, the bearer can use its reaction to replace the creature's d20 roll with the result of the d20 roll you recorded while inscribing this Rune.

RUNE OF TRANSMUTATION

Prerequisite: 13th level Rune Scribe

Item: a bracelet, diadem, ring, or necklace

The bearer of this Runic object gains one of the following features: a 30-foot swimming speed, a 30-foot climbing speed, or their walking speed increases by 10 feet. They can use a bonus action to switch between these three features, but they can only benefit from one of these features at a time.

The bearer can invoke this Rune to transform into a beast with a CR equal to your savant level or lower for 1 hour, or until they use an action to revert to their normal form. They take on the beast's statistics and hit points, but they retain their mental ability scores, alignment, and personality. They are limited in the actions they can perform by the nature of their new form, and their gear melds into their new form.

When they revert to their normal form, they return to the number of hit points they had before they transformed. If they revert as a result of falling to 0 hit points, any excess damage carries over to their normal form.





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