



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 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. You can either choose a Lucky Trinket from the list below, roll a d6, or come up with a unique Lucky Trinket of your own!

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 <i>will</i> 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. |

MULTICLASSING AND THE SAVANT

If your group uses the optional multiclassing rule, here's what you need to know if you choose to take your first level in the savant class.

Ability Score Minimum. As a multiclass character, you must have a minimum Intelligence score of 13 in order to take your first level savant, 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.



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, scimitars, shortswords, rapiers, and whips

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 rapier.
- (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.

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

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 weaknesses. 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: Armor Class, speed, one ability score, one of its senses, its maximum hit points, or its creature type.
- You have advantage on any Intelligence or Wisdom-based ability checks you make to analyze the creature.

QUICK WIT

You can use your keen intellect to analyze your surroundings at a moment's notice, even in the midst of battle. Starting at 1st level, you can use a bonus action on your turn to take the Search action, or to make an ability check using any Intelligence or Wisdom-based skill proficiency you have.

UNARMORED DEFENSE

Your observant style 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

Level	PB	Class Features	Intellect Die
1st	+2	Adroit Analysis, Quick Wit, Unarmored Defense	—
2nd	+2	Expert Student, Intellect Dice	d4
3rd	+2	Academic Discipline	d4
4th	+2	Ability Score Improvement	d4
5th	+3	Accelerated Reflexes (2), Potent Observation (1d8)	d6
6th	+3	Academic Discipline feature	d6
7th	+3	Keen Awareness	d6
8th	+3	Ability Score Improvement	d6
9th	+4	Expert Educator	d6
10th	+4	—	d8
11th	+4	Flawless Observation, Potent Observation (2d8)	d8
12th	+4	Ability Score Improvement	d8
13th	+5	Academic Discipline feature	d8
14th	+5	Unyielding Will	d8
15th	+5	—	d10
16th	+5	Ability Score Improvement	d10
17th	+6	Academic Discipline feature, Accelerated Reflexes (3)	d10
18th	+6	Profound Insight	d10
19th	+6	Ability Score Improvement	d10
20th	+6	Undisputed Genius	d12

EXPERT STUDENT

Your ability to learn and retain new abilities and languages is beyond compare. Beginning at 2nd level, each time you finish a long rest, you can choose to learn one additional language, or gain proficiency in 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). Should 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, as you can only remember so many hastily learned skills at once. Upon replacing a language or proficiency 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.





INTELLECT DICE

At 2nd level, you gain a pool of Intellect Dice which represent your mental stamina. Whenever you make an ability check or saving throw that uses Intelligence, Wisdom, or Charisma, you can expend one of these Dice and add it to your roll. You can do so after you roll, but before you know if you succeed or fail. You have a total number of Intellect Dice equal to your Intelligence modifier + your Wisdom modifier, and you regain all expended Dice when you finish a short or long rest.

Your Intellect Dice begin as d4s, and increase in size as you gain levels in this class, as indicated in the Savant table.

ACADEMIC DISCIPLINE

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

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.

Moreover, when you roll initiative, you can take the Ready action before anyone acts, so long as you are not surprised.

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

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 1d8.

Starting at 11th level, the bonus damage becomes 2d8.

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 use Adroit Analysis to Mark a creature you can see within 60 feet.

EXPERT EDUCATOR

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

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

Starting at 14th level, when you fail a saving throw to resist being charmed, frightened, or stunned, you can expend an Intellect Die to automatically succeed instead.

Additionally, when you roll initiative with no Intellect Dice remaining, you instantly regain one expended Intellect Die.

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 join 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 proficiency with whips and improvised weapons.
- You gain a climbing speed equal to your walking speed.
- When you make an ability check or saving throw that uses your Dexterity, you can add an Intellect Die to your roll.
- You can expend a use of Expert Student to ignore a class, race, or alignment restriction to attune to a magic item.
- 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 its attack roll.

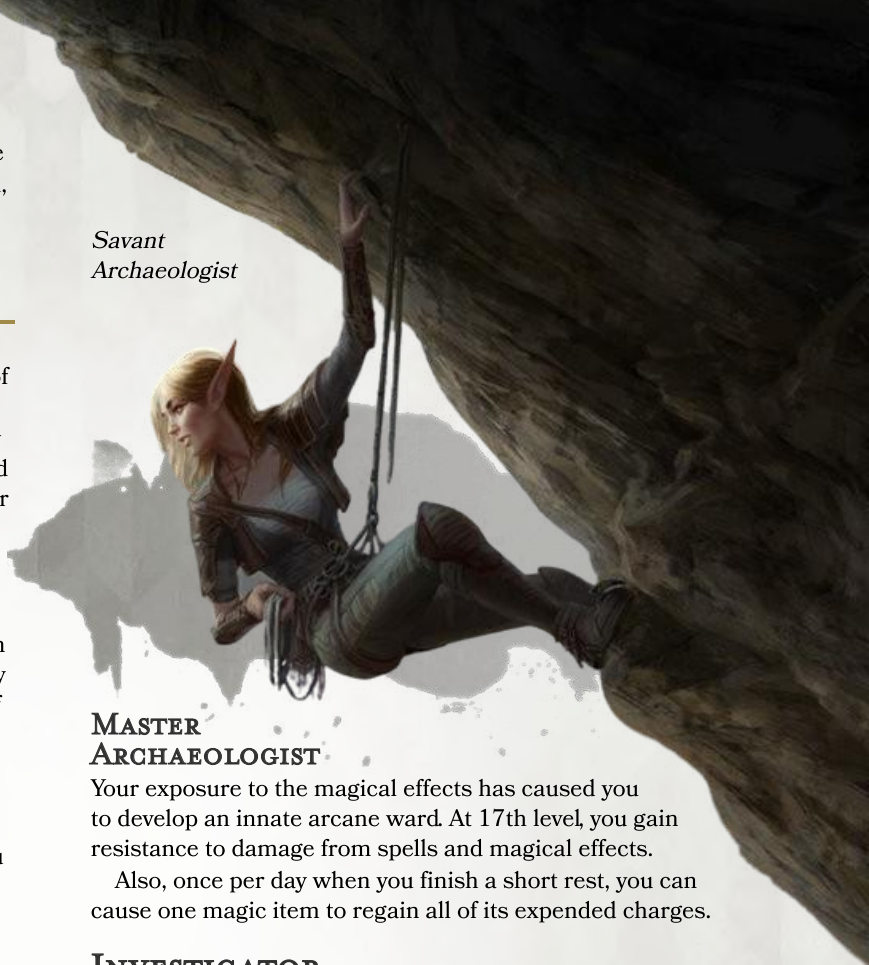
In addition, when you are forced to make a saving throw to resist the effects of a trap, you gain a bonus to your roll equal to your Intelligence modifier (minimum of +1). If a trap allows you to take only half damage on a success, you instead take no damage if you succeed, and only half damage if you 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 exposure to the magical effects has caused you to develop an innate arcane ward. At 17th level, you gain resistance to damage from spells and magical effects.

Also, once per day when you finish a short rest, you can cause one magic item to regain all of its expended charges.

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 join 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.

You also have advantage on any ability check you make to detect illusions, shapeshifters, or if a creature is lying to you.

ROUGH & TUMBLE

You have learned to fight dirty in the underbelly of the world. Beginning at 3rd level, your weapon attacks against the target of Adroit Analysis score a critical hit on a roll of 19 or 20.

When you hit the target of Adroit Analysis with an attack, you can spend an Intellect Die and force the target to make a Constitution saving throw against your Investigator save DC:

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

On a failed save, it is blinded, deafened, or cannot speak (your choice) for 1 minute. It can repeat the saving throw at the start of each of its turns, ending the effect on a success.

When you score a critical hit, you use this feature without expending an Intellect Die, and the target has disadvantage on its initial Constitution saving throw.





ASTUTE DEFENSE

You have a heightened sense of danger and can use your reflexes to dodge incoming blows. 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 can make one weapon attack against the attacker as part of the same reaction.

EAR TO THE GROUND

Your line of work has granted you a unique familiarity with the underbelly of the civilized world. At 6th level, you learn to speak, read, decode, decipher, and write in Thieves' Cant.

Also, 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

Your gaze uncovers even the most well-hidden secrets and conspiracies. 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 automatically detect and see through illusion spells cast at a level equal to your Intelligence modifier or lower.
- Your weapon attacks against the target of Adroit Analysis score a critical hit on a roll of 18 through 20 on the d20.
- Once per turn, you can choose to re-roll the damage from Potent Observation, but you must use the new roll.

MASTER INVESTIGATOR

Your eye for the truth has reached near-supernatural levels. At 18th level, you gain Truesight in a 60-foot radius. Though, you cannot see into the Ethereal Plane within this range.

Also, when you, or a creature you can see, hits the target of your Adroit Analysis with a weapon attack, you can use your reaction to turn that attack into an automatic 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 true Naturalist is a protector of the wild and an expert at predicting the weather, identifying toxic and medicinal plants, and tracking animals.

STUDENT OF NATURE

When you join 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, during a long rest, you can spend 1 hour studying and taking notes on your environment. So long as you have these notes, you have advantage on Intelligence or Wisdom checks related to its native animals, plants, weather, and ecosystems.

SURVIVALIST

You have the knowledge and skills to survive and thrive in the wild. Starting at 3rd level, as part of a short or long rest, you can spend 1 hour gathering materials from the surrounding environment to create one of the following items: 10 feet of rope, a club, a javelin, 1d4 darts, or a net. To use this ability, you need a blade, dagger, or the appropriate artisan's tools.

You have also learned to set snares. As an action, you can spend an Intellect Die to set a snare in an adjacent unoccupied 5-foot space. The first creature that moves into the space must succeed on a Dexterity saving throw against your Naturalist save DC or be restrained by your snare.

**Naturalist save DC = 8 + your proficiency bonus
+ your Intelligence modifier**

As an action, the restrained creature can repeat the saving throw, ending the effect on a success. A creature can detect a snare by making a successful Intelligence (Investigation) or Wisdom (Perception) 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 short or long rest, you, and a number of creatures equal to your Intelligence modifier (minimum of 1 creature), gain one of the following features until the end of your next short or 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 walking 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 walking 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 a 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. If you are within 30 feet of the creature and it can hear you, you can use your reaction to impose disadvantage on its saving throw.

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:

- Whenever you make an Intelligence check related to an environment you studied as part of Student of Nature, you can substitute your d20 roll with your savant level.
- 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 anatomy and the inner workings of mortals, and they use this 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 join this Academic Discipline at 3rd level, you gain proficiency in Medicine and with herbalism kits, and your proficiency bonus is doubled for any check you make with either skill. If you are already proficient in either, you gain proficiency with another skill from the savant skill list.

Moreover, your studies grant you the following benefits:

- You can make Intelligence (Medicine) checks in place of any Wisdom (Medicine) checks you would make.
- If you spend at least 1 minute examining a creature, you can identify any disease, poison, or curse affecting it.
- Once per turn, when you hit the target of Adroit Analysis with a weapon attack, you can reduce its speed by a number of feet equal to 5 times your Intelligence modifier (minimum of 5 feet) until the beginning of your next turn.

COMBAT MEDIC

You can administer aid in the midst of combat. Beginning at 3rd level, you can use an Action to use the following abilities:

Adrenaline Jolt. A creature you touch can immediately 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 their roll.

Dress Wounds. You touch a creature and expend an Intellect Die, immediately granting it temporary hit points equal to your Intellect Die roll + your Intelligence modifier.

Healing Surge. A creature you touch can instantly expend one of its Hit Dice to regain hit points equal to its Hit Die roll + its Constitution modifier + your Intelligence modifier.

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

FIELD DOCTOR

You can move across the battlefield unscathed. Starting 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

Starting at 13th level, you use your knowledge of medicine to perform wondrous feats. As an action, you can touch a willing creature and use one of the abilities listed below. You can use the abilities below 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. The creature regains hit points equal to four rolls of your Intellect Die. If the creature has a severed body part, you can reattach it as part of this action.

Restoration. You end one of the following conditions currently affecting it: blinded, charmed, deafened, frightened, paralyzed, poisoned, a reduction to an ability score or its hit point maximum, or you reduce its level of exhaustion by 1.

Resuscitation. If the creature has died within the last minute, you return it to life with 1 hit point. You cannot bring back a creature that died of old age, nor can you restore any body parts the creature is missing.

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 that expends a Hit Die while within 30 feet of you treats their Hit Dice as its 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 join this Academic Discipline at 3rd level, you gain proficiency in History, and add double your proficiency bonus to History checks. If you are already proficient in History you gain proficiency in another skill 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.

When you issue an Order, you can spend an Intellect Die to grant the target temporary hit points equal to your Die roll.

Attack Order. The next time the target of this Order takes the Attack action before the start of your next turn, it 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 its Armor Class equal to your Intelligence modifier (minimum of +1 Armor Class).

Maneuvering Order. The target of this Order can use its reaction to immediately move up to its 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 Orders inspire heroic action in your allies. Beginning at 17th level, when you spend an Intellect Die to grant the target of an Order temporary hit points, you add your Intelligence modifier (minimum of 1) to the temporary hit points.

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





THE SAVANT

A brilliant new class for the world's greatest roleplaying game. Outwit your foes and aid your allies with five different Academic Disciplines based on your particular genius: Archaeologist, Investigator, Naturalist, Physician, or Tactician!

Version 4.5.0

Created by [/u/laserllama](#)

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