

ACADEMIC DISCIPLINE

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

COMBAT ENGINEER

Combat Engineers combine their impressive intellect and physical strength to wreak havoc on their foes. Drawing on their deep knowledge of military science, they construct fortifications, scatter defenses, and exploit any weak points in enemy formations and structures. Given the time and resources, a Combat Engineer can bring wreak havoc on all but the most formidable defensive fortifications.

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

You have studied the science of war. When you adopt 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 using these tools. If you are already proficient with these tools you instead gain proficiency in a skill of your choice from the savant skill list.

You also gain proficiency with medium armor, shields, and martial weapons. In addition, when you are wearing light or medium armor, you can add your Intelligence modifier, in place of Dexterity, when calculating your Armor Class.

Saving Throws. Some of your Combat Engineer features may require a creature to make a saving throw to resist their effects. The saving throw DC is calculated as follows:

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

SAPPING STRIKE

Your studies have granted you insight into the stress points of both physical and biological structures. Starting at 3rd level, you can use a bonus action to mark an object or structure with Adroit Analysis. When you do, you learn the target's Armor Class, and anytime you hit that object or structure with a melee weapon attack it is an automatic critical hit.

In addition, once per turn, when you hit a creature with a weapon attack, you can force it to make a Constitution saving throw in addition to the normal damage. On a failed save, the target suffers the effect below corresponding to the type of damage dealt by the weapon you hit it with:

Bludgeoning. You deliver a ringing strike to your target. They are incapacitated until the beginning of your next turn.

Piercing. You open a temporary weakness in the armor of your target. If the target is wearing armor, their Armor Class is reduced by an amount equal to your Intelligence modifier (minimum of -1) until the beginning of your next turn.

Slashing. You strike your target and temporarily impair their mobility. Until the start of your next turn, the target'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 each long rest, you can touch one set of armor, object, or a Large or smaller section of a structure. Until the end of your next long rest, the item (or the creature wearing it) is resistant to your choice of bludgeoning, piercing, or slashing damage.

You gain additional uses of this feature as you gain levels in this class: at 13th level (two uses) and 17th level (three uses). At the end of each long rest, you can target separate items, granting each a single resistance, or target an item more than once, granting it an additional resistance for each use.

DESTABILIZING STRIKE

You can highlight the structural weak points of your foes for those who fight alongside you. Starting at 13th level, when you use Potent Observation, and the triggering attack deals bludgeoning, piercing, or slashing damage, you can force the target of the attack to make a Constitution saving throw, in addition to the bonus damage. On a failed save, the target of the attack suffers the corresponding Sapping Strike effect.

MASTER ENGINEER

You have discovered a combination of elements 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 explosive 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 universities and other places of higher learning, the rare few that pursue forbidden and sinister knowledge are shunned or even persecuted for their studies. These reclusive savants are known as Occultists, and they spend their lives collecting and studying lore that has been deemed to dangerous for mortal minds. To an Occultist, the more sinister and forbidden the knowledge, the more they desire to learn its secrets.

OCCULTIST FEATURES

Savant Level Feature

3rd	Student of the Forbidden, Occult Tome
6th	Eldritch Knowledge
13th	Words of Malice
17th	Sinister Guardian

STUDENT OF THE FORBIDDEN

Your study of dark things has given you a unique perspective. When you adopt this Academic Discipline at 3rd level, you gain proficiency in the Arcana and Religion skills, 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.

In your studies of dark things, you have also learned to speak, read, and write two exotic languages of your choice.

In addition, you can learn the following characteristics with Adroit Analysis: the creature's plane of origin, its spellcasting ability (if it has one), or its alignment.

Spellcasting Ability. Some Occultist features draw upon your understanding of dark and sinister magic to produce limited spells. Intelligence is your spellcasting modifier.

Saving Throws. Some of your Occultist features may require a creature to make a saving throw to resist their effects. The saving throw DC is calculated as follows:

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

OCCULT TOME

You have compiled an Occult Tome, which you use to collect and cast ritual spells. At 3rd level, you add five ritual spells of your choice of 2nd-level or lower to your Tome. With your Tome in hand you can cast the ritual version of these spells.

You can add new ritual spells to your Occult Tome by copying them from a spellbook or spell scroll. For each level of the ritual spell, copying it requires 2 hours and costs 50 gold for the rare inks needed to inscribe it. In order 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).

ELDRITCH KNOWLEDGE

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

WORDS OF MALICE

You have learned dark techniques that lace your words and gestures with wicked magic. Beginning at 13th level, when you use Potent Observation, you can choose for the bonus damage to be necrotic damage. When you deal necrotic damage with Potent Observation you immediately 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 four).

SINISTER GUARDIAN

Beginning at 17th level, you can summon a foul creature to serve you from the dark planes of existence. Over the course of a long rest, you can perform a sinister ritual that requires both your Occult Tome and a vial of tears from a humanoid who has died within the last five days. At the end of the ritual, you summon a Sinister Guardian, which functions as if you had cast *summon shadowspawn (despair only)* at 9th-level.

Your Sinister Guardian does not require concentration, and it remains with you until its hit points are reduced to 0. You can only have one Sinister Guardian at a time.

You also learn one additional Eldritch Invocation of your choice from the warlock class (for a total of five).

WHAT IS AN EXOTIC LANGUAGE?

Exotic languages are those rarely known by mortals. Abyssal, Celestial, Infernal, Primordial, and Sylvan are considered to be exotic languages, but they can vary between settings. Talk to your DM to discover the exotic languages in your particular setting.



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 Invention, Spark of Invention
6th	Mechanical Servant
13th	Improved Mechanics
17th	Mechanical Guardian

STUDENT OF INVENTION

You can apply your knowledge of mechanics to all areas of life. When you adopt this Academic Discipline at 3rd level, you gain proficiency with thieves' tools, tinker's tools, and one set of artisan's tools of your choice. Your proficiency bonus is doubled for any check you make with these tools. If you are already proficient with these tools, you gain proficiency with another set of artisan's tools of your choice.

In addition, you can learn the following characteristics with *Adroit Analysis*: one of its saving throw or tool proficiencies.

SPARK OF INVENTION

Your knowledge of all things mechanical allows you to craft wondrous objects. Beginning at 3rd level, you gain a number of Inventive Sparks equal to your proficiency bonus + your Intelligence modifier. At the end of a long rest, you can use your tinker's tools to craft Wondrous Items, expending a number of Inventive Sparks depending on the item's rarity:

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

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

In addition, when you make an Intelligence ability check or saving throw, you can expend an Inventive Spark to treat a roll of 9 or lower on the d20 as a 10. You can use this ability after you roll, but before you know if you succeed or fail.

MECHANICAL SERVANT

Starting at 6th level, you can construct a mechanical servant to serve as an assistant. Using your tinker's tools, you can 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.

As an action, your mechanical servant can merge with a willing creature. The creature immediately gains temporary hit points equal to your Servant's remaining hit points. As a reaction, when the merged creature makes an ability check, attack roll, or saving throw, you can grant them a bonus to their roll equal to your *Unyielding Mind* bonus.

The creature retains these benefits until the temporary hit points are depleted, at which point your Servant is destroyed, and its mechanical parts fall to the ground at their feet.

As an action, you can touch the merged creature with your tinker's tools, separating your Servant from the creature.

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.

Once you use this feature to remake one of your inventions you must finish a long rest before you can use it again.

MECHANICAL GUARDIAN

Beginning at 17th level, you can build a mechanical guardian of legendary ability. Over the course of a long rest, you can use your tinker's tools to turn 400 gold worth of parts into a Mechanical Guardian, which functions as if you had cast *summon construct (metal only)* at 9th-level.

Your Mechanical Guardian does not require concentration, and it remains active until its hit points are reduced to 0. You can only have one Mechanical Guardian at a time.



VOYAGER

While all savants have a reason for their adventure, some are compelled to venture out into the world. Known as Voyagers, these auspicious savants have a desire to experience all they can. Throwing caution to the wind, these intrepid geniuses are never truly satisfied with what they have, always wanting something more. Often chosen by fate, or another force of similar scope, Voyagers can find success where others fail, and 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

You have been granted preternatural skill to venture into uncharted waters. When you adopt this Academic Discipline at 3rd level, you gain proficiency in the Survival skill and with navigator's tools, and your proficiency bonus is doubled for any ability check that uses these skills. If you are already proficient in either of these skills, you gain proficiency with another skill of your choice from the savant skill list.

Your deep-seated desire to push boundaries has landed you in many difficult situations, which you always seem to find a way out of. You gain proficiency with improvised weapons.

In addition, you can learn the following characteristics with Adroit Analysis: one of its saving throw or skill proficiencies.

FATE-TOUCHED

Whether chosen at birth, or favored by fate, you have always had an uncanny ability to succeed in pivotal moments. At 3rd level, you gain a number of Fate Dice, which start as d4s, that represent this luck. Whenever you make an attack roll, ability check, or saving throw, you can expend one or more Fate Dice, adding them to the roll. You must choose to expend these dice before you know the result of the roll.

You have a total number of Fate Dice equal to your proficiency bonus, and you regain any expended Fate Dice when you complete a short or long rest.

As you gain levels in this class your connection to fate grows stronger, and your Fate Dice increase in size; at 6th level (d6s), 13th level (d8s), and at 17th level (d10s).

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 use your reaction to expend a Fate Die to roll again. You must use the result of the new roll even if you roll a 1 on the d20.

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

FORTUITOUS OBSERVATION

Your determination to grasp success from the jaws of defeat allows you to bend the fate of those around you. Beginning at 13th level, when a creature within 60 feet that you can see fails an ability check or saving throw, or misses with an attack roll, you can use your reaction to expend a Fate Die and add it to their roll, possibly turning their failure into success.

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

MASTER OF DESTINY

You can will success even 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, in 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.

