

ACADEMIC DISCIPLINE

At 3rd level, a [savant](#) gains the Academic Discipline feature. The following Patreon Exclusive Academic Disciplines are available to a savant along with those presented with the base class: Engineer, Explorer, Occultist, Tinker, and Wheelwright.

ENGINEER

Engineers combine their 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 another skill from the savant skill list.

You also gain proficiency with medium armor, shields, and all martial weapons. Moreover, when you wear light or medium armor, you can use your Intelligence modifier, 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.

In addition, when you hit a creature that is the target of your *Adroit Analysis* with a weapon attack, you can expend an Intellect Die 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 failure, it suffers the effect below that corresponds to your 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. It cannot take reactions, and on its turn it can only use either its action or its bonus action, not both. Regardless of any abilities or features the creature may have, it can only make one melee or ranged attack on its turn.

Piercing. Its Armor Class is reduced by an amount equal to your Intelligence modifier (minimum of -1). This feature cannot reduce a creature's Armor Class below 10.

Slashing. Its 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, armor, and shields. As part of a long rest, you can modify a suit of armor, shield, or a Large or smaller object you touch. Until the end of your next long rest, the 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 during each long rest, and three at 17th level.

DESTABILIZING STRIKE

You can highlight critical weak points for your allies. Starting at 13th level, when you use *Potent Observation* to enhance an attack that deals bludgeoning, piercing, or slashing damage, you can expend an Intellect Die to 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 nonmagical structures.



EXPLORER

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

EXPLORER FEATURES

Savant Level Feature

3rd	Student of the Journey, Fate-Touched
6th	Navigator's Luck
13th	Fortuitous Observation
17th	Master Explorer

STUDENT OF THE JOURNEY

When you join this Academic Discipline at 3rd level, you gain proficiency in Athletics, navigator's tools, and water vehicles and your proficiency bonus is doubled for any ability check that uses any of these proficiencies. If you are already have any of these skill or tool proficiencies, you gain proficiency in another skill of your choice from the savant skill list.

Your desire to explore has landed you in many a difficult situation. You gain the following additional benefits:

- You gain proficiency with improvised weapons and nets.
- You have advantage on saving throws to resist exhaustion caused by exposure or extreme conditions.
- You gain a swimming speed equal to your walking speed.

FATE-TOUCHED

Whether blessed at birth or favored by the fates, you have an uncanny ability to succeed at pivotal moments. Beginning at 3rd level, whenever you make an attack roll, ability check, or saving throw, you can expend an Intellect Die to re-roll the d20, though you must use your new roll. You can do so after you roll, but before you know if you succeed or fail.

NAVIGATOR'S LUCK

You have a way of finding what you are looking for when all hope seems lost. Beginning at 6th level, you can expend an Intellect Die while using your navigator's tools to gain the effects of either the *find traps*, *locate animals or plants*, or *locate object* spell (your choice) for up to 1 hour.

When you reach 13th level in this class you can use this feature to gain the effects of the *find the path* spell.

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 use your reaction to grant them advantage on their roll.

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 special 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 EXPLORER

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 use your Intelligence score in place of the d20 roll. You must choose to use this feature before you, or the target, rolls the d20 for the 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.



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	Master Occultist

STUDENT OF THE FORGOTTEN

When you join 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.

Occultist save DC = 8 + your proficiency bonus
+ 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

Your words are laced with dark occult power. Starting at 13th level, 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).

MASTER OCCULTIST

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 one of your Intellect Dice to impose disadvantage on the target's saving throw.



TINKER

Masters of the tactile sciences, Tinkers 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 Tinker 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.

TINKER FEATURES

Savant Level Feature

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

STUDENT OF INNOVATION

When you join this Academic Discipline at 3rd level, you gain proficiency in Investigation and with tinker's tools, and your proficiency bonus is doubled for any check you make with either skill. If you are already proficient in Investigation, you gain proficiency in another skill from the savant skill list.

Also, your Intellect Dice become d6s. As you gain levels in this class their die size increases again: at 5th level (d8), 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:

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.

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.

MASTER TINKER

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!



WHEELWRIGHT

Wheelwrights are a curious subset of savants obsessed with mechanical transportation. Excellent allies to have on a long journey, these mechanical minds are known for their signature Clockwork Cycles that are used for transport and combat.

STUDENT OF MECHANICS

3rd level Wheelwright feature

When you join this Academic Discipline at 3rd level, you gain proficiency with land vehicles, and tinker's tools, and you add double your proficiency bonus to any check you make with these tools. If you are already proficient in any of these tools you gain proficiency in another skill from the savant skill list.

Moreover, when you make land vehicles check to maneuver a vehicle, cart, or wagon of any kind, you gain a bonus to your roll equal to your Intelligence modifier (minimum of +1).

CLOCKWORK CYCLE

3rd level Wheelwright feature

Your peculiar obsession with mechanical machinery has finally borne fruit in the construction of a Clockwork Cycle. Your Cycle is a Medium vehicle with an appearance of your choosing. It can be used as a mount by you, and while you are mounted on it, the Cycle shares your initiative, you can use its speed in place of your own, and you can use an action on your turn to use one of the actions from the Cycle's stat block.

Your Clockwork Cycle uses the vehicle stat block found on the next page. The stat block uses your proficiency bonus (PB) and Intelligence modifier (INT) in several places.

During the course of a short rest, you can use your tinker's tools to repair any damage to your Clockwork Cycle. For each minute you spend repairing it, you can spend an Intellect Die to restore the Cycle's hit points by an amount equal to the Die roll + your Intelligence modifier (minimum of +1). Your Cycle automatically regains its maximum hit points at the end of a long rest so long as you spend an hour maintaining it.

Should your Clockwork Cycle be destroyed, you can create another during the course of a long rest, so long as you have access to your tinker's tools and enough scrap materials. You can only have one operational Clockwork Cycle at a time, and constructing a second causes any previous Cycles to fall into disrepair and be rendered unusable pieces of scrap material.

Wheelwright Save DC. Since your Clockwork Cycle is a creation of your genius, you use Intelligence to set the saving throw DC for any saving throw it forces creatures to make:

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

MECHANICAL MOUNT

6th level Wheelwright feature

You have become accustomed to fighting and journeying on board your Clockwork Cycle. You gain the following benefits:

- When a creature attacks your Clockwork Cycle, you can use your reaction to redirect the attack at yourself.
- Your Clockwork Cycle's creature capacity increases. It can bear up to two Medium creatures or three Small creatures, and its cargo capacity increases to 100 lb.
- Riders can complete a short rest while mounted on your Clockwork Cycle so long as they take no damage, make no saving throws, and travel at a normal pace.

EXPERT RIDER

13th level Wheelwright feature

You can maneuver your Clockwork Cycle in any environment. While mounted on your Cycle, you can ignore difficult terrain imposed by magical and mundane effects, and opportunity attacks that target you, your Cycle, or any other creature mounted on your Cycle are made at disadvantage.

Also, when you move within 5 feet of a friendly creature while mounted on your Cycle, they can use their reaction to mount your Cycle behind you so long as there is room.

MASTER WHEELWRIGHT

17th level Wheelwright feature

You have improved your Clockwork Cycle to the point where it can briefly take flight. When you move at least 20 feet in a straight line on your Cycle, it gains a temporary flying speed equal to its remaining speed for that turn. This flying speed can only be used to move in a straight line, and it can't hover.

When your Cycle lands on the ground after flying with this flying speed, you can force any creature within 5 feet of the point you land to make a Dexterity saving throw. They take bludgeoning damage equal to three rolls of your Intellect Die + your Intelligence modifier on a failed save, and half as much bludgeoning damage on a success.



CLOCKWORK CYCLE

Medium vehicle (200 lb.)

Creature Capacity 1 Medium creature

Cargo Capacity 50 lb.

Armor Class 10 + PB + INT

Hit Points 5 + five times your savant level

Speed 40 + 5 times your PB feet

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	12 (+1)	0 (-5)	0 (-5)	0 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, poisoned, unconscious

Clockwork Charge. If the Cycle moves at least 20 ft. straight toward a creature and hits it with a Ram attack on the same turn, that target must succeed on a Strength saving throw or be knocked prone.

Expert Handling. Whenever you are mounted on the Cycle, and not incapacitated, you add your PB to any ability check or saving throw it is forced to make.

Inanimate. The Cycle cannot use any of its actions or its movement on its own. A rider must be mounted on it to use its movement, and a rider must use their action to use one of the Cycle's actions.

Jump. If the Cycle moves at least 30 feet in a straight line, it can clear a distance of up to 60 feet when jumping over a chasm, ravine, or other gap.

Prone Deficiency. If the Cycle falls prone, it can't right itself and is incapacitated until pulled upright.

Reactions

Juke. If the Cycle can move, a driver can use its reaction to grant it advantage on a Dexterity saving throw.

Rider Actions

Ram. Melee Weapon Attack: +4 +PB to hit, reach 5 ft., 1 target. Hit: 1d10 +4 +INT bludgeoning damage.



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