

ADEPT

A human general clad in gleaming armor studies the map on the table in front of him, filled with figurines that represent units of his soldiers and the invading orcs. He consults a leather journal filled with notes he's made on the enemy's tribe, their customs and battle tactics, and he moves two pieces confidently forward.

A wild-haired dwarf stands at the head of a long caravan. She surveys the valley below and plots their course through the untamed wilds. She sketches a map and motions for the caravan to follow, leading them deeper into unknown territory in search of treasure and knowledge.

Kneeling at the side of a fallen comrade, a gnome hastily applies a tincture and bandage. Her ally's eyes flutter open and she helps him back to his feet before turning her attention to a nearby troll. An elaborate twirl of her quarterstaff befuddles her foe, and a sharp, unseen blow to the back of its head leaves it stunned.

A smirk pulls at the corner of the half-elf's mouth as he surveys the overgrown ruins on the hilltop. Though no doubt filled with traps and dangerous beasts, the promise of lost treasure and forgotten knowledge pulls him onward. No trinket or secret, no matter how old, could evade his thorough investigation.

EXPERTS IN THE ORDINARY

Where many scholars and academics dedicate their great minds to unraveling the mysteries of the divine or the arcane, adepts focus their intellectual efforts on the mundane, the physical world around them and all the wonders it holds.

This curiosity manifest in different ways. Some adepts are most interested in the workings of the body, learning how every part serves the whole so that they can better understand and heal it. Others become life-long students of the art of war, devising ways to dominate the battlefield with superior tactics rather than superior brawn. And some are more concerned with the world itself, keen to seek out every corner of every ruin, to commune with foreign peoples, and discover exotic beasts and the wild lands that hold them.

WORLDLY SCHOLARS

For the truly curious, the adventuring life is the only way to expand ones horizons of knowledge and build ones skills. Any adept worth his salt will quickly agree that books and laboratories make excellent avenues for learning, but no book and no beaker contains the knowledge still waiting to be discovered beyond the frontier or in the crucible of battle.

The adept believes that every scholar reaches a point where the most effective path to higher learning is

hands on experience. The world is full of discoveries waiting to be made.

CREATING AN ADEPT

As you create your adept character, consider your motivation for becoming a scholar of the world as opposed to a student of the so-called higher mysteries. Did you grow up hearing tales of explorers charting the unknown? Perhaps a skilled healer managed to cure a family member of a terrible disease when the local priest could not? Were you raised the child of great warriors and lacked the brawn to follow in their footsteps, but had the brains to make up the difference?

Where did your path to learning begin? Did you have a brilliant mentor who passed along his knowledge? Did you sneak into the royal library to pore over thick tomes



THE ADEPT

Level	Proficiency Bonus	Insight Die	Features
1st	+2	d4	Expertise, Combat Insight
2nd	+2	d4	Field Research, Pursuit
3rd	+2	d4	Study Foe
4th	+2	d4	Ability Score Improvement
5th	+3	d4	Extra Attack, Pursuit Feature
6th	+3	d6	Ability Score Improvement
7th	+3	d6	Expertise
8th	+3	d6	Ability Score Improvement
9th	+4	d6	Pursuit Feature
10th	+4	d6	Shrewd Improviser
11th	+4	d8	Psychological Profile
12th	+4	d8	Ability Score Improvement
13th	+5	d8	Pursuit Feature
14th	+5	d8	Ability Score Improvement
15th	+5	d8	Analytical Mind
16th	+5	d10	Ability Score Improvement
17th	+6	d10	Words of Wisdom
18th	+6	d10	Pursuit Feature
19th	+6	d10	Ability Score Improvement
20th	+6	d10	True Genius

recounting ancient history? Maybe you became a student at a prestigious university devoted to expanding knowledge of all kinds?

What prompted you to leave your old life behind and become an adventurer? Are you have trouble adjusting after a life in academia? Or do you finally feel a sense of freedom? What kind of knowledge are you hoping to discover in your travels?

QUICK BUILD

You can make an adept quickly by following these suggestions. First, make Intelligence your highest ability score, followed by Dexterity. (Some adepts who focus on melee combat make Strength higher than Dexterity.) Second, choose the sage background.

CLASS FEATURES

As an adept you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per adept level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your

Constitution modifier per adept level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, and shields

Weapons: Simple weapons, hand crossbows, and heavy crossbows

Tools: Choose any two

Saving Throws: Intelligence, Dexterity

Skills: Choose four from Animal Handling, History,

Insight, Investigation, Medicine, Nature, Perception, and Survival

Languages: Choose any two

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) scale mail or (b) leather armor
- (a) a simple weapon and a shield or (b) two simple weapons
- (a) a scholar's pack or (b) an explorer's pack
- A light crossbow and 20 bolts

EXPERTISE

At 1st level, you choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses any of the chosen proficiencies.

At 7th level, you can choose another two skill proficiencies to gain this benefit.

COMBAT INSIGHT

Beginning at 1st level, you know how to use your intellect to adapt to the battlefield and exploit your enemies' weaknesses. When you roll for initiative, you gain a number of insight points equal to your Intelligence modifier.

You can spend these points to fuel various adept features. You start knowing five such features: Agitating Attack, Defensive Posture, Exotic Technique, Foiling Strike, and Unsticky the Situation. You learn more features fueled by insight points as you gain levels in this class.

You gain one additional insight point at the end of each of your turns, unless you are surprised or incapacitated. Other class features provide additional

opportunities to gain insight points in combat.

Some combat insight features will have you roll an insight die. The type of die you use is determined by your adept level as shown in the Insight Die column of the Adept table.

Some of your combat insight features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

$$\text{Combat Insight Save DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$$

AGITATING ATTACK

When you hit a creature with a weapon attack, you can spend 2 insight points to attempt to force the creature to lose focus. You roll an insight die and add it to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, the target has disadvantage on its next Intelligence, Wisdom, or Charisma saving throw.

DEFENSIVE POSTURE

You can spend 1 insight point and take the Dodge action. If a creature misses you with an attack before the start of your next turn, you can use your reaction to make a weapon attack against an enemy in range. If you have extra attacks, you can forgo one of them to use the Dodge action.

EXOTIC TECHNIQUE

You can spend 1 insight points to stun a creature with something it's never seen before. Make a weapon attack and add an insight die to the attack roll. If the attack hits, the target must use its reaction to make a Dexterity saving throw. On a failed save, the target is stunned until the end of your next turn. The target has disadvantage on the saving throw if it does not have a reaction available.

FOILING STRIKE

When an ally takes an action that forces a creature to make a Strength, Dexterity, or Constitution saving throw, you can spend 2 insight point and use your reaction to make a weapon attack against the creature if it is in range. Add an insight die to the attack roll. If the attack hits, the target has disadvantage on the saving throw.

UNSTICKY THE SITUATION

When you fail a saving throw, you can spend 2 insight points to roll an insight die and add it the saving throw, potentially turning it into a success.

FIELD RESEARCH

Starting at 2nd level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities. Choose a reference creature of the same type that you have seen, and the DM tells you if the creature you are researching is equal, superior, or

inferior to the reference creature in regard to two of the following characteristics of your choice:

- Strength score
- Dexterity score
- Constitution score
- Intelligence score
- Armor Class
- Maximum hit points
- Total class levels (if any)

STUDY FOE

At 3rd level, you can spend 2 insight points and use a bonus action to begin closely studying an enemy. You analyze its movements, demeanor, and fighting style in order to avoid their attacks. The studied creature has disadvantage on attack rolls that target only you. You must be able to see the enemy to take advantage of this feature.

This effect ends if you are incapacitated, when the creature dies or falls unconscious, or if you use this feature on a different enemy. You can use this feature to study only one enemy at a time.

PURSUIT

Also at 2nd level, you choose your intellectual pursuit on which you will focus your efforts. Choose Tactician, Physician, or Explorer, detailed at the end of the class description. The discipline you choose grants you features at 2nd level and again at 5th, 9th, 13th, and 18th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase on ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

SHREWD IMPROVISER

By 10th level, you are always analyzing all aspects of your surroundings, finding ways to use your environment and whatever is close at hand in combat. You gain proficiency with improvised weapons and half cover functions as well for you as three-quarters cover.

PSYCHOLOGICAL PROFILE

At 11th level, you can analyze a creature's speech and body language to determine how best to interact with it in order to achieve your aims. If you spend at least one minute conversing with the creature or observing it in a social situation, the DM tells you whether Deception, Intimidation, or Persuasion will give you the best chance at a favorable outcome. You are considered proficient with the designated skill while speaking with the creature, and it must pass a Wisdom saving throw equal to a roll of your insight die + your Intelligence modifier



or you have advantage on the checks as well. This effect ends if you go 24 hours without speaking to the creature, or you use the ability on a different creature.

ANALYTICAL MIND

At 15th level, you can substitute your Intelligence score and modifier for your Wisdom score and modifier for purposes of saving throws and ability checks. If you are proficient in Intelligence saving throws, you are considered proficient in Wisdom saving throws.

WORDS OF WISDOM

Beginning at 17th level, when an ally is preparing to make a skill check you can use your action to analyze the situation and advise him based on your observations. Roll an insight die and add half the number of the die (or the full amount of the die if it's a skill check you are proficient in) and add it to his roll. If multiple allies will be attempting the same feat (for example, a party preparing to scale a cliff face), they may each add this bonus to their skill checks without using additional actions.

TRUE GENIUS

At 20th level, you embody true genius. Your Intelligence score increases by 4 and your maximum Intelligence increases to 24.

You are also capable of moments of perfect insight, wherein the path to success becomes clear even when the odds are stacked against you. On a failed ability check, you can treat the d20 as a 20.

Once you use this feature, you can't use it again until you finish a long rest.

PURSUITS

Different adepts choose different disciplines to channel their intellectual prowess. The pursuit you choose reflects this focus.

TACTICIAN

Adepts of the Tactician pursuit have focused their minds on the art and skill of combat. By honing their techniques and studying their enemies, Tacticians become formidable presences on any battlefield.

BONUS PROFICIENCY

When you choose this pursuit at 2nd level, you gain proficiency with martial weapons and heavy armor.

FIGHTING STYLE

Also at 2nd level, you adopt a particular fighting style as your specialty. Choose one of the options from those available to the Fighter class. You can't take a fighting style more than once, even if you later get to choose again.

FORCE MULTIPLIER

Starting at 5th level, you can spend 3 insight points and use a bonus action to roll a number of insight dice equal to your Intelligence modifier (minimum of 1) and distribute them as you see fit to your allies. These dice can be consumed as a reaction to make an attack. Attacks made in this way add the number on the die to the attack roll. When combat ends, any unused dice are lost.

IMPROVED STUDY FOE

Beginning at 9th level, the Study Foe feature improves for you in several ways:

- If you are already studying an enemy or your studied foe drops to 0 hit points, you can use a bonus action to begin studying a different foe without spending any insight points.
- You can learn certain information about a studied enemy as if you were using the Field Research feature. Once on each of your turns, you can compare a studied foe and a reference creature of the same type that you have seen, and the DM tells you if the enemy is equal, superior, or inferior to the reference creature in regard to one characteristic of your choice that is listed under the Field Research feature. If you can see the reference creature, you can choose Current HP as the characteristic.
- If your studied foe misses you with an attack, you gain one insight point. You can only benefit from this feature once per round.

At 18th level, Study Foe further improves in the following ways:

- You can study more than one foe at a time. When using a bonus action to select or change your studied foe, you can spend 2 additional insight points per creature to select additional foes up to a number equal to your Intelligence modifier.



- You have advantage on attacks made against your studied foes.

INCISIVE STRIKES

Starting at 13th level, when you hit a creature with a weapon attack, you can spend 1 insight point to deal additional damage to the target. Roll an insight die and add it to the damage roll. If you are studying the target with the studied foe feature, roll two insight dice.

PHYSICIAN

The Physician pursuit is chosen by adepts who make the study of biology their focus. They use their extensive knowledge to accomplish feats of healing and restoration usually only made possible by drawing upon the power of the divine.

BONUS PROFICIENCY

When you choose this pursuit at 2nd level, you gain proficiency and expertise in the Medicine skill. If you are already have this proficiency, you can select a different skill from the adept skill list to become proficient in. If you already have expertise in Medicine, you may choose another skill you are proficient in to gain this bonus.

LEARNED HEALER

Beginning at 2nd level, you can use a healer's kit to tend to a creature's wounds and hurts, including your own. As an action you can spend one use of a healer's kit to

restore hit points to yourself or an ally within 5 feet. The number of hit points you restore is equal to two insight dice + your Intelligence modifier. A creature can't regain hit points in this way again until it finishes a short or long rest.

REST AND MEND

At 5th level, you can tend to a number of your party members equal to your Intelligence modifier during a short rest, in addition to yourself. Any creatures you tend to regain hit points equal to one inspiration die + your Intelligence modifier.

RESOURCEFUL HEALER

Also at 5th level, you can get twice as much use out of a healer's kit. They have twenty charges when you use them.

Additionally, if there are suitable materials at hand (leaves, twine, spirits, torn bits of clothing, etc.) you can use the Learned Healer feature even if you do not have access to a healer's kit. You only heal half as much when using Learned Healer without a healer's kit.

Furthermore, expending a charge from your healer's kit while in combat grants you 1 additional insight point.

ANTIDOTES, TINCTURES AND COLD WATER

Starting at 9th level, you can use an action and expend one charge of a healer's kit to remove one of the following conditions from an ally within 5 feet: blinded, charmed, deafened, diseased, petrified, or poisoned. Once a condition has been removed from a creature in this way, it cannot be so removed again until the creature finishes a short or long rest.

Additionally, your frequent exposure to harmful substances and afflicted patients has given you immunity to poison and disease.

EXPERT HEALING

At 13th level, when you use the Learned Healer feature roll a Wisdom (Medicine) check. Add the result to the total amount healed. This number is halved if performing Learned Healer without a healer's kit.

MALPRACTICE

Beginning at 18th level, when you hit a creature with an attack you can spend 3 insight points to use your medical knowledge to debilitate your target. The target must make a Constitution saving throw. On a failed save, the target suffers an effect based on its current hit points:

- 60 hit points or fewer: blinded for 10 minutes.
- 50 hit points or fewer: paralyzed for 1 hour.
- 40 hit points or fewer: paralyzed and unconscious for 1 hour.
- 30 hit points or fewer: killed instantly.

You can spend additional insight points to increase the hit point threshold for each effect by 10 hit points for every insight point spent.

This ability has no effect on constructs or undead.



EXPLORER

Adepts who choose the Explorer pursuit exemplify adaptability. Whether plumbing the depths of a dungeon, making contact with an unknown people, or leaping into battle, the Explorer comes armed with the worldly wisdom to best handle the situation.

BONUS PROFICIENCY

When you choose this pursuit at 2nd level, you gain a proficiency with cartographer's tools, navigator's tools, land vehicles, and water vehicles. You also learn one additional language of your choice.

JACK OF ALL TRADES

Also at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

ADAPTABLE

At 5th level, you can recalibrate and refocus your skills to adapt to the task and environment at hand. When you complete a short or long rest, you can gain the benefits of one adaptation of your choice, which are listed under "Adaptations" below.

At 9th level you can choose two adaptations to benefit from at once, and at 18th level you can choose three.

RAPID ADJUSTMENT

At 13th level, you can use a bonus action to switch out any one active adaptation for an inactive one. You can't use this feature again until you finish a short rest.

ADAPTIONS

The adaptations are presented in alphabetical order.

Dogged. When exhausted, you suffer the effects as if your level of exhaustion is one lower. You suffer no negative effects from level 1 exhaustion. Additionally, you cannot be stunned.

Dungeon Raider. You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks to find traps or hidden doors, and you can perfectly recall any path you have travelled since you activated this adaptation.

Expedition Master. When you activate this adaptation, choose one type of terrain: arctic, coast, desert, forest, grassland, mountain, swamp, the Underdark, or the sea. While travelling for an hour or more in this terrain you gain the following benefits: difficult terrain doesn't slow your group's travel, your group can't become lost except by magical means, even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger, and when you forage you find twice as much food as you normally would.

Nimble. Your movement speed increases by 10 feet and you can Dash as a bonus action. Moving through nonmagical difficult terrain costs you no extra movement.

Hardy. You can ignore the effects of poison and disease. If you become poisoned or diseased and this adaptation is deactivated before the condition is removed, you immediately begin to suffer its effects.

Linguist. You can communicate and understand simple ideas and concepts when speaking to creatures that have an Intelligence score of 8 or higher even if you do not share a language. You can also glean basic information from written samples of languages you do not know. The DM may have you roll an Intelligence check if you attempt to read, communicate, or understand more complex ideas in an unknown language.

Rough and Rumble. Your unarmed strikes deal an additional 1d4 damage and you can add your full proficiency bonus to Strength (Athletics) and Dexterity (Acrobatics) checks to initiate, maintain, or escape a grapple.

Tough and Tumble. You can add your full proficiency bonus to Strength (Athletics) and Dexterity (Acrobatics) checks that are not contested by another creature.

Trail Medic. As an action, you can expend one charge of a healer's kit to grant a willing creature temporary hit points equal to half your adept level rounded down. If the creature has less than half of its maximum hit points remaining, you can grant a number of temporary hit points equal to your full adept level. Temporary hit points gained in this way are lost when finishing a short or long rest.

Vigilant. You can't be surprised while you are conscious and you can choose to apply your Intelligence modifier instead of your Dexterity modifier to initiative rolls.



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