

SAVANT: BASIC

I can't let you do that," said the small, unassuming fellow, brushing back his thin hair and wrapping one hand about the top of his walking stick as the brutes turn to face him, their would-be victim dangling in the air. One of the hobgoblins lashes out with an axe but misses, the short man pushing the weapon's haft ever so slightly and leaning slightly to the side. The next thug stabs in a vicious thrust but his target steps to the right, lashing out with a cane to strike the attacker's knee and diverting the assault into the hobgoblin holding the victim aloft. As they look upon him with new regard the little man squares himself once more and nonchalantly asks, "shall we begin?"



Writing
Color Art
Editing

Jeremiah McCoy
Alba Palacio
Mike Myler

Savants are first and foremost experts, unique even when compared to arcane or divine sages. Brilliant detectives, iconic martial artists, and adventurous physicians are counted among their number, each utilizing brilliance where others rely on magic or brute power. For a savant, saving the day means turning leverage and knowledge into weaponry.

BRAINS OVER BRAWN

There are many kinds of heroes in myths and in legends—some are strong, others brave or righteous, and a rare few are heroic by virtue of their cunning. The savant is the ultimate example of the smart and clever hero. They are supremely intelligent and approach their adventuring life in that context: instead of brute force, a savant applies their understanding of force to achieve the right results.

QUICK BUILD

Quickly building a savant is a simple affair. Your highest ability score should be Intelligence, followed by Dexterity. Your next highest ability score should be Constitution. Choose the Adversary aptitude and for your Fighting Style pick Smart Defense. When selecting your starting equipment, choose a rapier, hand crossbow, and tinker's tools. For skills, pick Investigation and Perception.

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: None

Weapons: Simple weapons, hand crossbows, improvised weapons, rapiers

Tools: Choose either alchemist's supplies or tinker's tools

Saving Throws: Dexterity, Intelligence

Skills: Choose two from Arcana, History, Investigation, Perception, and Sleight of Hand

EQUIPMENT

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

- a set of traveler's clothes or common clothes
- a scholar's pack
- (a) a simple melee weapon or (b) a rapier
- (a) a simple ranged weapon or (b) a hand crossbow and 10 bolts
- (a) alchemist's supplies or (b) tinker's tools

Level	Proficiency Bonus	Features
1	+2	Aptitude, Versatile Defense
2	+2	Analyzed Need, Aptitude Feature
3	+2	Savant Tricks
4	+2	Ability Score Improvement
5	+3	Extra Attack
6	+3	Aptitude Feature
7	+3	Intelligent Caution
8	+3	Ability Score Improvement
9	+4	Focused Defense
10	+4	More Tricks
11	+4	Aptitude Feature
12	+4	Ability Score Improvement
13	+5	Extra Attack (2)
14	+5	Aptitude Feature
15	+5	Clockwork Mind
16	+5	Ability Score Improvement
17	+6	Aptitude Feature
18	+6	Mindful Soul
19	+6	Ability Score Improvement
20	+6	Ultimate Schema

Multiclassing Prerequisite: Intelligence 13

Proficiencies Gained: Improvised weapons and choose either Alchemist's Supplies or Tinker's Tools

APTITUDE

Your aptitude defines what kind of savant you are. Choose either Adversary, Chirurgeon, or Coordinator. Your aptitude gives you unique features at 1st level and again at 2nd, 6th, 11th, 14th, and 17th level.

VERSATILE DEFENSE

You constantly analyze combat situations to improve your defensive posture, reacting instinctively to guide attacks away from yourself. Beginning at 1st level, while you are wearing no armor and have one hand free, your AC equals 10 + your Dexterity modifier + your Intelligence modifier. You can use a shield and still gain this benefit, but while blinded you cannot use Versatile Defense.

ANALYZED NEED

At 2nd level, when you finish a short or long rest you can choose a skill. When making an ability check using that skill, you use Intelligence instead of the ability score it normally uses.

SAVANT TRICKS

At 3rd level, you can use a bonus action to prepare a trick. A trick is prepared until you use it. You can only have one trick prepared at time. Once you use the trick, you can prepare another trick in the same manner.

You know a number of tricks equal to your Intelligence modifier. Some of your tricks require your target to make a saving throw to resist its effects. The saving throw DC is calculated as follows:

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

Additionally, when you gain a level in this class, you can choose to replace the tricks you know with other tricks.

Disarming Flourish. When you hit a creature with a melee weapon attack, you can activate this trick to force the target to drop an item in their hand, such as a weapon. The target makes a Strength saving throw with advantage and on a failure, it drops one held item of your choice.

Diversion. On your turn, make a Charisma (Deception) check opposed by the target's passive Insight. On a success, the target's attention is drawn to your hand and it has disadvantage on the next attack roll it makes before the start of your next turn.

Draw Out. When you hit a creature with a melee weapon attack, you can use a bonus action to activate this trick. The target makes an Intelligence saving throw or reacts to strike from you that never comes. As long as you remain within the target's reach, until the start of your next turn it cannot

take the Attack action against anyone but you. After you have used this trick against a target, until the end of combat it has advantage on saving throws to resist Draw Out.

Grounded Reason. You can use your reaction to reroll a Dexterity saving throw that you fail. If you do so, you must use the new roll.

Guiding Steps. When you hit a Large-sized or smaller creature with a melee weapon attack, the target makes a Dexterity saving throw with advantage. On a failure, it is moved up to 10 feet in a direction of your choice.

Off-Balance. When you hit a creature with a melee weapon attack, instead of dealing damage you use a series of pulls, shoves, and strikes to put the creature off-balance. Until the end of your next turn, the target moves at half speed and has disadvantage on ability checks.

Redirect. When you are hit with a melee weapon attack, you can use your reaction to force the attacker to make an Intelligence saving throw. On a failure, you take no damage and the attack strikes another creature within 5 feet. A Huge-sized or larger target has advantage on the saving throw. Once you have used this trick against a target, until the end of combat that target has advantage on its saving throw to resist Redirect.

Sidestep. When you are targeted by a spell or weapon attack, you can use your reaction to make a Dexterity check against the opponent's attack roll. On a success, you take no damage from the spell or attack. Once you have used this trick against a target, until the end of combat you have disadvantage on checks to Sidestep that target.

Sweeping Stride. You cannot activate this trick without moving at least 10 feet and traveling through a square adjacent to a creature of Large size or smaller. The target must succeed on a Dexterity saving throw with advantage or be knocked prone. On a success, your movement ends in a square adjacent to the target.

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 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.

The number of attacks increases to three when you reach 13th level in this class.

INTELLIGENT CAUTION

At 7th level, when you make a saving throw against a spell or effect that deals damage, you can use your reaction to make an Intelligence saving throw instead. On a success, you take no damage. You can use this feature a number of times equal to your proficiency bonus. Expended uses are recharged at the end of a long rest.

FOCUSED DEFENSE

Starting at 9th level, when you are facing more than one enemy you're able to use them against each other. As long as there's more than one enemy within 30 feet, you can use a bonus action to choose a creature within range. Until the end of your next turn, it has disadvantage on attack rolls against you.

MORE TRICKS

At 10th level, you can hold a second trick in reserve. You still require a bonus action to prepare a trick. In addition, you learn two more tricks of your choice.

CLOCKWORK MIND

At 15th level your mind is so ordered and controlled that is harder to influence. You gain proficiency in Wisdom saving throws.

MINDFUL SOUL

At 18th level, your keen mind becomes an asset against all types of obstacles. You have advantage on saving throws against spells and other magical effects.

ULTIMATE SCHEMA

At 20th level, your mental capabilities transcend the normal limitations mortal minds face. You have advantage on all Intelligence checks and saving throws.

APTITUDES

Aptitudes are the different paths of expertise pursued by savants, each a unique focus with its own range of abilities. The choice the savant makes here often affects the role they serve in their adventures. The Chirurgeon and Coordinator aptitudes appear in *EN5ider – Savant: Advanced*.

ADVERSARY

The focus of combat is often geared towards the use of maximum force but these savants approach fighting from a different mindset, seeking to control a battle through the correct application of force instead. Rather than try to overpower an opponent they maneuver them into a perilous position by way of a superior intellect. As an Adversary you are a master of violence. Whether you choose to do that up close or at range, you are as effective as any standard warrior and what's more, because of your subtleties you are easily underestimated.

BONUS PROFICIENCIES

When you choose this aptitude at 1st level, you gain proficiency with martial weapons as well as light and medium armor. In addition, you can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes, and you can roll a d4 in place of the normal damage of your unarmed strike.

FIGHTING STYLE

At 1st level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.

Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Smart Defense

While you are wearing armor, you gain a +1 bonus to AC. In addition, while wearing light armor if you have one hand free, you gain a bonus to AC equal to your Intelligence modifier (up to a maximum no higher than your proficiency bonus). Alternatively, while wearing medium armor, you may use Intelligence instead of Dexterity when calculating AC.

STUDIED TARGET

At 2nd level, you can spend an action and bonus action studying a creature. For the next minute, you gain a +1 bonus to weapon damage rolls, attack rolls, and ability checks made against the target. You may only have one Studied Target at a time. This bonus increases to +2 when you reach 10th level in this class, and again to +3 at 20th level.

ADVERSARY TRICKS

These tricks are only available to Adversaries.

Accurate Strike. When you make a weapon attack against a creature you can see, your proficiency bonus is doubled for the attack roll.

Blinding Strike. When you hit a creature with a weapon attack, instead of dealing damage the target is blinded until the start of your next turn.

Marksman's Interruption. You can use your reaction to make a ranged weapon attack against a creature you can see. On a successful hit, instead of dealing damage the target's speed is reduced by half until the start of its next turn as your attack disrupts its movement. Alternatively, you can use this trick while taking the Attack action with a ranged weapon. If you do, on a successful hit you also deal damage.

Tangled Dance. You can use a bonus action to activate this trick. Until the end of your next turn, your AC increases by 1 for each creature within 5 feet of you (to a maximum bonus equal to your Intelligence modifier).

BRAINS OVER BRAWN

Starting at 6th level, you can use Intelligence instead of Strength or Dexterity for attack and damage rolls using weapons.

TACTICA

Also at 6th level, you gain a pool of 4d6 tactica dice to deal extra damage with weapon attacks. When you hit a creature with a weapon attack on your turn, you can use a bonus action to apply one or more tactica dice. Damage from tactica dice does not double on a critical hit. When you spend a tactica die, it is unavailable until you finish a short or long rest, during which you practice your techniques. You must spend at least 30 minutes of the rest practicing to regain your tactica dice.



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Your tactica dice change when you reach certain levels in this class. The dice become 5d8 at 9th level, 5d10 at 13th level, and 5d12 at 18th level.

EXPLOIT THE PATTERNS

At 11th level, as a bonus action, you can choose a creature you can see within 30 feet and make a Wisdom (Perception) against a DC equal to its CR + 5. On a success, the next time you hit the target with a weapon attack you can impose one of the following effects:

- Until the end of its next turn, the target's AC is reduced by an amount equal to half your proficiency bonus.
- Your attack ignores damage resistances.
- Until the end of its next turn, any attacks the target makes against you take a penalty to damage equal to your proficiency bonus.

SUBJECT MASTERY

At 14th level, choose one weapon you are proficient with. Your attacks with this weapon score a critical hit on a roll of 18–20.

DISABLE

At 17th level, you learn how to immobilize an enemy. Once per turn when you have advantage on your attack roll and hit a creature of Large size or smaller with a melee weapon attack, you can force it to make a Constitution saving throw. On a failure, the target is paralyzed for a number of rounds equal to your Intelligence modifier. At the end of each of its turns, the target can make a Constitution saving throw, ending the effect on itself on a success.