

# THE SCHOLAR

## INVENTOR

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## CLASS FEATURES

As a scholar you gain the following class features.

### HIT POINTS

**Hit Dice.** 1d8 per scholar level

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

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per scholar level after 1<sup>st</sup>

### PROFICIENCIES

**Armor:** Light armor

**Weapons:** Simple weapons, hand crossbows, heavy crossbows, shortswords

**Tools:** Any two

**Saving Throws:** Intelligence

**Skills:** Choose four from Animal Handling, History, Insight, Investigation, Medicine, Nature, Perception, Performance, Persuasion, Religion, and Survival

### EQUIPMENT

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

- (a) a shortsword, (b) any simple weapon, or (c) any martial weapon (if proficient)
- (a) leather armor or (b) scale armor (if proficient)
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a scholar's pack or (b) an explorer's pack

Alternatively, you can purchase starting equipment with a starting wealth of 4d4 x 10 gp.

## The Scholar

Level	Proficiency		Practica
	Bonus	Features	
1	+2	Keen Intellect, Pursuit	—
2	+2	Practica	3
3	+2	Pursuit Feature	3
4	+2	Ability Score Improvement	3
5	+3	Boundless Intellect	4
6	+3	Pursuit Feature	4
7	+3	Field Research	5
8	+3	Ability Score Improvement	5
9	+4	Moment of Genius	6
10	+4	Ability Score Improvement	6
11	+4	Improved Keen Intellect (d10)	7
12	+4	Ability Score Improvement	7
13	+5	Pursuit Feature	7
14	+5	Clear Mind	8
15	+5	Analytical Mind	8
16	+5	Ability Score Improvement	8
17	+6	Improved Keen Intellect (d12)	9
18	+6	Pursuit Feature	9
19	+6	Ability Score Improvement	9
20	+6	True Genius	9

## KEEN INTELLECT

At first level, you gain the ability to use your quick wits to your advantage both in and out of combat. You learn gambits that are fueled by special dice called intellect dice. Gambits allow you to bring your mind to bear in order to solve problems, and to create and exploit opportunities that others cannot see.

**Gambits.** You know all the gambits listed under "Gambits" below, and may learn another at a later level, unique to your Pursuit. Many gambits enhance an attack in some way. You can use only one gambit per attack.

**Intellect Dice.** You have a number of intellect dice equal to your Intelligence modifier (a minimum of one), which are d8s. An intellect die is expended when you use a gambit, and you regain all expended intellect dice when you finish a long rest.

**Saving Throws.** Some gambits require your target to make a saving throw to resist its effects. The saving throw DC is calculated as follows:

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

## GAMBITS

The gambits are presented in alphabetical order.

**Agitating Attack.** When you hit a creature with a weapon attack, you can expend one intellect die to attempt to force the creature to lose focus. You add the intellect die to the damage roll and the target must make a Wisdom saving throw. On a failed save, the target has disadvantage on the next Intelligence, Wisdom, or Charisma saving throw it makes before the end of your next turn.

**Defensive Posture.** You can expend one intellect die and take the Dodge action as a bonus action on your turn. 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 the creature if it is within range, adding the intellect die to the attack roll.

**Foiling Strike.** When a creature you can see is forced to make a Strength, Dexterity, or Constitution saving throw, you can expend an intellect die and use your reaction to make a weapon attack against the creature if it is within range. If the attack hits, you add the intellect die to the damage roll of the attack, and the target has disadvantage on the saving throw.

**Sage Advice.** When you or another creature is preparing to take an action that requires an ability check, you can expend an intellect die and use an action to analyze the situation and give advice based on your observations and deductions. Add the number rolled on the intellect die to any creature who can hear and understand you who attempts that action within the next minute, including yourself.

**Unsticky the Situation.** When you fail a saving throw, you can expend an intellect die and add it to the roll, potentially turning it into a success.

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## BONUS PROFICIENCIES

When you choose the Inventor pursuit you gain bonus proficiencies. You are proficient in Dexterity saving throws if scholar is your first class.

Additionally, when you choose this pursuit at 1st level, you gain proficiency in tinker's tools, and you can add half your proficiency bonus, rounded down, to any ability check you make using a tool that doesn't already include your proficiency bonus.

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## PRACTICA

Your studies have exposed you to research and theory on any number of subjects, but applying that knowledge to the real world requires an extra level of dedication.

Beginning at 2nd level, you master three practica of your choice. Your practica options are detailed at the end of the class description. When you gain certain scholar levels, you master new practica of your choice, as shown in the Practica column of the Scholar table.

Additionally, when you gain a level in this class, you can choose one of the practica you know and replace it with another for which you meet the requirements. You cannot replace practica that allow you to learn a language.

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## INVENTION

At 3rd level, you complete your first invention, and you complete additional inventions at 6th, 13th, and 18th level. For each invention, choose either a clockwork companion, combat device, improved tool, skill aid, or weapon. Each invention type is detailed at the end of the pursuit description with instructions for determining its capabilities. When you gain a level in this class, you can change the properties of one of your inventions, but not its type.

As devices on the cutting edge of technology, your inventions require you to perform regular maintenance to remain in working order. You can perform this maintenance on all of your inventions during a long rest. Though you must maintain your own inventions, you can teach another creature with an Intelligence score of 7 or higher how to properly use an invention of yours during a short rest.

The nature and description of your inventions are up to you and your DM to determine. Be creative, but make sure that you and your DM understand the logic of the creation.

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## ABILITY SCORE IMPROVEMENT

When you reach 4th level and again at 8th, 10th, 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.

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## BOUNDLESS INTELLECT

Beginning when you reach 5th level, you regain all of your expended intellect dice when you finish a short or long rest.

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## INGENUITY

Beginning at 6th level, you can spend 1 minute improvising a set of artisan's tools, a disguise kit, navigator's tools, thieves' tools, or a piece of adventuring gear from materials found nearby. An item improvised in this way can be used once before it breaks.

At your DM's discretion, an area may not be furnished with enough materials to replicate certain items.

Alternatively, the materials you find may be of sufficient quality that the item does not break after use, and the improvised item can be maintained alongside your inventions.

You can use this feature a number of times equal to your Intelligence modifier (minimum of 1), and you regain all uses at the end of a long rest.

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## FIELD RESEARCH

Starting at 7th level, if you spend at least 1 minute observing or interacting with another creature outside of combat, you can learn 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)

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## MOMENT OF GENIUS

Beginning at 9th level, when you use a gambit you can choose to take the highest value on your intellect die instead of rolling. The intellect die is still expended as normal.

Once you use this feature, you cannot do so again until you finish a long rest.

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## IMPROVED KEEN INTELLECT

At 11th level, your intellect dice turn into d10s. At 17th level, they turn into d12s.

## FIELD REPAIR

At 13th level, you learn the field repair gambit. As an action, you can expend an intellect die to either attempt to reset or repair an invention so that it can be used again, or use your ingenuity feature.

To succeed, you must pass a DC 15 Intelligence ability check, adding the intellect die to the roll.

## CLEAR MIND

Beginning at 14th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

## ANALYTICAL MIND

At 15th level, you can apply your Intelligence modifier instead of your Wisdom modifier to Wisdom ability checks and Wisdom saving throws.

## MASTERPIECE

At 18th level, choose one of your inventions to become your masterpiece. You perfect its design and no longer need to maintain it during a long rest. You can spend 8 hours making a copy of the invention if you have the requisite materials.

## TRUE GENIUS

At 20th level, your dedication to developing your mind has honed you into a true genius. The sum total of your experiences lends you an incisiveness that is unmatched. Your Intelligence score increases by 4 and your maximum Intelligence increases to 24.

## INVENTION TYPES

### INVENTION TYPE: CLOCKWORK COMPANION

Design your clockwork companion by beginning with the statblock above and then modifying it with the properties below. For each category, select one of the available options.

In combat, your companion acts on your turn and is not surprised if you are not surprised. It can't attack, but it can take other actions as normal if you tell it to do so with its Basic Communication Protocol feature.

You can build your clockwork companion during a long rest using materials worth 100 gp. If it is destroyed, but its parts are recoverable, you can repair it using parts worth 25 gp.

**Build Dynamics.** Your companion can have a light, heavy, or balanced build dynamic.

A companion with a light build loses its reinforced +2 armor bonus, its Dexterity score increases by your Intelligence modifier, and its movement speed increases by 10 feet.

A companion with a heavy build has its reinforced armor bonus increased by 2 to +4, its Strength and Constitution scores both increase by half your Intelligence modifier, it gains 2 additional d4 hit dice, and its movement speed decreases by 10 feet.

A companion with a balanced build has its Strength, Dexterity, and Constitution scores increase by half your Intelligence modifier.

## Clockwork Companion

*Tiny construct, unaligned*

**Armor Class** 13 (reinforced)

**Hit Points** 5 (2d4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	12 (+1)	10 (+0)	2 (-4)	2 (-4)	1 (-5)

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Damage Immunities** poison, psychic

**Senses** passive Perception 4

**Languages** —

**Challenge** 0 (10 XP)

**Basic Communication Protocol.** The clockwork companion can communicate basic concepts with its inventor by signaling with various moving parts. Conversely, its creator can give it simple instructions by using an action to interact with it, which the companion follows to the best of its ability.

**Invention Interface.** The clockwork companion can use an invention created by its own inventor as long as the invention is a combat device, a skill aid, or an improved tool with the ease of use property.

**Locomotive Mechanism.** Your companion can have an increased walking speed or one of the following movement speeds: burrow, climb, fly, or swim.

A companion with an increased walking speed has its speed increased by 20 ft. Otherwise, the companion's new movement type has a speed equal to its walking speed.

**Secondary Functions.** Your companion is proficient with two of the following skills of your choice: Athletics, Acrobatics, Sleight of Hand, and Stealth. The companion uses your proficiency bonus instead of its own for these skills.

**Utility Feature.** Your companion has one of the following utility features: contingency sensor, damage control, or transformation.

If your companion has the contingency sensor property, you can put into an alert state as an action. When you do so, choose a simple trigger that the companion will wait for, and a simple action for it to carry out when it senses that trigger. For example, it could ring a bell when it senses a nearby creature. Its passive Perception increases by an amount equal to twice your Intelligence modifier + your proficiency bonus while in this mode, and its speed is set to 0.

If your companion has the damage control feature, when it is subjected to an effect that allows it to make a Strength, Dexterity, or Constitution saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half if it fails.

If your companion has the transformation feature, you can use an action to have it reconfigure its form. This allows it to either swap the skill proficiencies it gains from the secondary functions feature, or the movement enhancement granted by the locomotive mechanism feature. Your companion is only capable of one type of transformation or the other, of your choice.

## INVENTION TYPE: COMBAT DEVICE

Design your combat device by selecting properties in each of the categories below. If your combat device requires a saving throw, it uses your gambit save DC.

**Durability.** The device can either be consumable or reusable.

A consumable device requires 10 gp worth of materials to construct and it is destroyed after it is used. You can create a new one during a short rest, or three during a long rest, and you can maintain up to three at any one time.

A reusable device requires 50 gp worth of materials to construct over a long rest, and it can be recovered after use. Once used, a reusable device must be reset during a short rest before it can be used again.

**Effect.** The device can inflict damage, a condition, or both. If the device deals damage, choose the type from following options: acid, bludgeoning, cold, fire, lightning, piercing, poison, slashing, or thunder. The conditions a device can inflict are blinded, deafened, grappled, and prone.

If your device only deals damage, it deals a number of d8s equal to your proficiency bonus. If the device only inflicts conditions, choose two from the list of possible conditions. If your device does both, choose one condition and the device deals a number of d8s of damage equal to half your proficiency bonus.

**Activation.** The device can either be activated as an attack, as an action, or as a bonus action.

For a device activated with an attack, choose whether it is a melee attack with a reach of 5 feet or a ranged attack with a normal range of 20 feet and a long range of 60 feet. Also choose whether the attack roll is made with Strength, Dexterity, or Intelligence. A device that inflicts damage with an attack does not have its effect modified in any way. A device that inflicts a condition with an attack, inflicts that condition until the end of the target's next round.

For a device activated with an action, choose Strength, Dexterity, or Constitution as a saving throw the target must make when targeted with the device. The range should be no more than 60 feet. If the device inflicts damage, it deals a number of extra d8s of damage equal to your proficiency bonus. On a successful saving throw, a target takes half damage. If the device inflicts a condition, the target can make a saving throw to resist and the condition lasts for one minute. An affected creature can make a saving throw to end the effect at the end of each of its turns.

For a device activated with a bonus action, choose Strength, Dexterity, or Constitution as a saving throw the target must make when targeted with the device. The range should be no more than 30 feet. If the device inflicts damage, it deals a number of extra d8s of damage equal to half your proficiency bonus. On a successful saving throw, a target takes no damage. If the device inflicts a condition, the target can make a saving throw to resist and the condition lasts until the end of your next turn.

**Target.** The device can target one creature or an area. A device that targets one creature does not have its effect modified in any way.

A device that targets an area can have a 5-foot or 15-foot radius, and must be paired with an action or bonus action activation type. A device that inflicts damage within a 5-foot radius uses d6 damage dice instead of d8s. A device that inflicts damage within a 15-foot radius uses d4 damage dice instead of d8s, and the saving throw DC is 3 lower. A device that inflicts a condition within a 5-foot radius reduces its saving throw DC by 2, or by 5 in a 15-foot radius.

## Creating Creative Creations

Using the instructions provided here will allow you to create inventions that are mechanically complete but intentionally devoid of concrete description for how they look, work, and even what level of technology they represent. It is up to you to supply these details with the cooperation of your DM.

When creating flavor for your inventions, keep in mind the level of technological sophistication that is appropriate for the setting you are playing in, so that your inventions feel plausible in the context of the adventure. Some invention types, such as the clockwork companion, may not be suitable for settings with particularly low levels of technology. When creating an Inventor scholar, discuss this ahead of time with your DM so that neither of you is surprised.

Most inventions can be described using a wide range of technology levels. For example, the right weapon invention could be described as a revolver, a repeating crossbow, or a multibarreled blowgun.

Hundreds of unique inventions can be created with these rules, but with your DM's permission you can break free from the blueprints laid out here and invent something completely new.

## INVENTION TYPE: IMPROVED TOOL

Design your improved tool by first selecting the kind of tool you would like to improve from the list of tools in the Player's Handbook. You may choose any kind of tool besides vehicles and gaming sets. Once you have selected a type of tool, apply one of the enhancements from the list below.

Your improved tool can be built from scratch with materials costing the same amount as a normal tool of that type during a long rest. Alternatively, you can modify an existing tool of that type for an amount equal to half of the price of that tool.

**Automation.** The tool can work automatically if you spend ten minutes configuring it for the task at hand. It can make an ability check to complete its task using your Intelligence modifier and proficiency bonus.

**Ease of Use.** The tool can be used effectively even by someone not trained in its use. When a creature makes an ability check with the tool, it can add your proficiency bonus to the roll if the ability check doesn't already include the creature's proficiency bonus.

**Refinement.** The tool can improve the work of even a master. A creature proficient with that type of tool adds half your proficiency bonus to ability checks that use the tool in addition to any bonus granted by their own proficiency or expertise.

## INVENTION TYPE: SKILL AID

Design your skill aid by first selecting the skill that you wish your invention to assist. You may choose any skill other than Arcana, History, Nature, and Religion. Once you have selected a skill, choose one of the effects for the aid from the list below.

Your skill aid can be built with materials worth 50 gp over a long rest. If a creature using your skill aid to assist an ability check rolls a natural 1 on that check, the aid breaks. It can be repaired during a short or long rest with materials worth 25 gp.

**Basic.** A creature trained in the use of this aid gains a bonus to ability checks that make use of it equal to half your proficiency bonus, rounded down.

**Enhanced.** A creature trained in the use of this aid can activate it as a bonus action to gain advantage on the next relevant ability check it makes before the end of its next turn. This function can be used twice before it needs to be reset during a short or long rest.

**Powered.** A creature trained in the use of this aid can activate it as a bonus action and on the next relevant ability check it makes before the end of its next turn, it can treat the number on the die roll as a 20. The aid can be used once before it needs to be reset during a long rest.

## INVENTION TYPE: WEAPON

Design your weapon by using each of the tables on the right to choose properties for it. Each property has a die modifier. When you've finished selecting properties, add the die modifiers together and consult the weapon damage table to determine the damage die for your weapon. If the die modifier total of the weapon appears in the ranges for two different damage dice options, you can choose which of the damage dice your weapon uses.

Your invention is not considered simple or martial, and only you are considered proficient with it. At your DM's discretion, you may be able to instruct someone in its use over a sufficiently long period of downtime.

You can build your weapon during a long rest with materials worth 100 gp. If your weapon uses ammunition, choose whether it uses a standard ammunition type, such as arrows or sling bullets, or if it uses a unique ammunition type. If it uses unique ammunition, you can craft up to 10 pieces during a short rest. Each piece of ammunition requires materials worth 2 sp.

## Reach or Range

Reach (Melee)	Range (Ranged)	Die Modifier
5 ft.	—	+6
10 ft.	—	+4
—	30/90	+2
—	60/150	+1
—	80/320	+0

## Weight & Size

Weight	Die Modifier	Size	Die Modifier
Light	+0	—	+0
—	+1	Versatile	+0 (+2)
Heavy	+2	Two-Handed	+2

A weapon with the heavy property must also have the two-handed property. A weapon with the light property cannot have the two-handed property. A ranged weapon cannot have the versatile property.

## Damage Type

Damage Type	Die Modifier
bludgeoning, piercing, or slashing	+3
acid, cold, fire, lightning, poison, or thunder	+0

## Other Properties

Property	Die Modifier
Ammunition	+0
Ammunition, reload (6)	+1
Ammunition, reload (4)	+2
Ammunition, reload (2)	+3
Ammunition, loading	+4
Thrown	+0
Finesse	+0

A weapon with the reload property can be used a limited number of times before it needs to be reloaded with an action or a bonus action. A melee weapon can have the thrown property, an ammunition property, or neither. A ranged weapon must have either an ammunition property or the thrown property. A ranged weapon can only have the finesse property if it also has the thrown property.

## Damage Die

Die Modifier	Damage Dice
0-5	1d4
6-7	1d6
8-9	1d8
9-10	2d4
10-11	1d10
12-13	1d12
13+	2d6

# PRACTICA

If a practicum has prerequisites, you must meet them to learn it. You can learn the practicum at the same time that you meet its prerequisites. A level prerequisite for a practicum refers to scholar level, not character level.

## ARTISAN

*Prerequisite: Inventor pursuit*

When crafting an item with a set of artisan's tools with which you are proficient, you can choose to prioritize speed or quality. You can either do the work of two craftsmen when determining how long it takes to craft an item, or you can increase by half the final value of an item you craft.

## ARTIST

You gain proficiency with three tools of your choice. If you are already proficient with one of these tools, you instead add double your proficiency bonus to ability checks you make to use that tool.

## COMBAT ASSESSMENT

*Prerequisite: 14th level*

You can use a limited form of field research while in combat. As a bonus action on your turn, you can learn one piece of information about an enemy that you can see as per the field research feature. If you can see the reference creature, you can choose current hit points as the characteristic.

## CONFIGURATOR

*Prerequisite: 5th level, Inventor pursuit*

When you learn this practicum, select one of your inventions and one of its properties. You can change that property during a short or long rest. For example, you could choose a skill aid, which has a single property, and swap between the basic, enhanced, and powered properties. Or you could select the effect property of a combat device, and switch what condition or damage type it inflicts.

You can learn this practicum multiple times, selecting a different invention each time. When you gain a level, if you change the properties of an invention to which you have applied this practicum, you may choose a different property to be configurable.

## CUNNING AIM

You can use Intelligence instead of Strength for the attack and damage rolls of weapons made with a light weapon, quarterstaff, or unarmed strike. If you are an Inventor, you can also apply this benefit to any ranged weapon invention that you invent.

## CRIPPLING BLOW

*Prerequisite: 17th level*

You know how to turn a perfect strike into a devastating attack. When you roll maximum damage on a weapon's damage dice, double the damage of your attack against the creature.

## DEFT IMPROVISER

You gain proficiency with improvised weapons, and half-cover functions as well for you as three-quarters cover.

## DELIBERATE STEP

*Prerequisite: 5th level*

Your movement speed increases by 10 feet, and nonmagical difficult terrain no longer slows your movement.

## DOGGED

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

## EXTRA ATTACK

*Prerequisite: 5th level*

You can attack twice, instead of once, when you take the attack action.

## HARDY

*Prerequisite: 11th level*

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

## COMPREHENSIVE CARE

You gain proficiency with the Insight and Medicine skills. If you are already proficient with either of these skills, you instead add double your proficiency bonus to ability checks you make that use that skill.

Additionally, when you make an ability check to determine the physical or psychological state of a creature, if your roll exceeds 20 you have advantage on the next Charisma ability check you make to interact with that creature in the next ten minutes. You gain this benefit whether or not the triggering ability check was considered a success or a failure.

## INCISIVE STRIKES

*Prerequisite: 11th level*

When you hit a creature with a weapon attack, the creature takes extra damage equal to your Intelligence modifier (minimum of 1).

## INFALLIBLE EXPERTISE

*Prerequisite: 11th level*

When you make an ability check that lets you add half your proficiency bonus or your full proficiency bonus, you can treat a d20 roll of 4 or lower as a 5. When you make an ability check that lets you add double your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

## KINAESTHETICS

You gain proficiency with the Acrobatics and Athletics skills. If you are already proficient with either of these skills, you instead add double your proficiency bonus to ability checks you make that use that skill.

Additionally, you when you learn this practicum choose either climbing or swimming. That form of movement no longer costs you extra movement.

## LINGUIST

You learn to speak, read, and write three languages of your choice. You may learn this practicum multiple times, selecting different languages each time. This practicum cannot be selected with the Explorer's adaptable feature.

## MACHIAVELLIAN

You gain proficiency with the Deception and Intimidation skills. If you are already proficient with either of these skills, you instead add double your proficiency bonus to ability checks you make that use that skill.

Additionally, you have advantage on saving throws made to resist being charmed.

## MASTERFUL HAND

*Prerequisite: 7th level, Inventor pursuit*

When you make an ability check with a tool to which you add your proficiency bonus, you can expend an intellect die and add it to the roll.

## NATURALIST

You gain proficiency with the Animal Handling and Survival skills. If you are already proficient with either of these skills, you instead add double your proficiency bonus to ability checks you make that use that skill. Additionally, you can read the basic mood and intent of beasts. You learn its emotional state, whether it is affected by magic of any sort, its short-term needs (such as food or safety), and actions you can take (if any) to persuade it not to attack. You cannot use this ability against a creature that you have attacked within the past 10 minutes.

## ONE MOVE AHEAD

*Prerequisite: 17th level, Incisive Strikes practicum*

Once per turn, you can use incisive strikes to add your Intelligence modifier to the attack roll instead of the damage roll when you make a weapon attack. You must choose to use this practicum before making your attack roll.

## PSYCHOLOGICAL PROFILE

*Prerequisite: 11th level*

If you spend at least one minute conversing with a creature or observing it in a social situation, you can analyze its speech and body language to determine how best to interact with it. The DM tells you whether Deception, Intimidation, Performance, or Persuasion is most likely to have a favorable

impact on the creature's disposition toward you. For the next hour, you have advantage on checks in that skill directed at the creature. Once you use this feature, you can't use it again until you finish a short or long rest.

## RENAISSANCE MAN

You gain proficiency with one type of artisan's tools and one instrument or gaming set of your choice. You learn to speak, read, and write one language of your choice. You may learn this practicum multiple times, selecting different options each time. This practicum cannot be selected with the Explorer's adaptable feature.

## RHETORIC

You gain proficiency with the Performance and Persuasion skills. If you are already proficient with either of these skills, you instead add double your proficiency bonus to ability checks you make that use that skill.

Additionally, if spend at least ten minutes speaking or performing, allies of your choice (up to twice your Intelligence modifier) gain a d6 which they can add to the next ability check, attack roll, or saving throw they make. A creature can only benefit from this ability once per short rest.

## SCHOLASTICS

You gain proficiency with two of the following skills of your choice: Arcana, History, Nature, and Religion. If you are already proficient with either of these skills, you instead add double your proficiency bonus to ability checks you make that use that skill.

Additionally, if you fail an ability check that uses one of your chosen skills, you can make the check once more during your next short or long rest.

You can learn this practicum twice, selecting different skills each time.

## SPATIAL AWARENESS

You gain proficiency with the Perception and Investigation skills. If you are already proficient with either of these skills, you instead add double your proficiency bonus to ability checks you make that use that skill.

Additionally, you can perfectly recall any path you have traveled since learning this practicum.

## TRADECRAFT

You gain proficiency with the Sleight of Hand and Stealth skills. If you are already proficient with either of these skills, you instead add double your proficiency bonus to ability checks you make that use that skill.

Additionally, you gain proficiency with thieves' tools.

## TRAIL MEDICINE

As an action, you can expend one charge of healer's kit or one treatment point from your medicine kit to grant a willing creature temporary hit points equal to your scholar level. Once a creature has gained temporary hit points from this feature, it cannot do so again until it finishes a long rest.

## TROUBLESHOOTER

*Prerequisite: 14th level, Inventor pursuit*

When you attempt a field repair and fail, you recover the expended intellect die.

## UNIVERSAL LINGUISTICS

*Prerequisite: 14th level*

You can communicate and understand simple ideas and concepts when speaking to creatures that have an Intelligence score of 7 or higher, even if you do not share a language. You can also glean basic information from written samples of languages that 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. At the DM's discretion, failure may result in misinterpretation.

## VIGILANT

*Prerequisite: 7th level*

You add your Intelligence modifier to your initiative rolls, and your passive Perception score gains a bonus equal to your Intelligence modifier for the purposes of determining whether or not you are surprised.