

## Savant

Level	Prof. Bonus	Intellect Die	Class Features	Scholarly Pursuits
1st	+2	—	Adroit Analysis, Expertise, Predictive Defense	—
2nd	+2	d6	Scholarly Pursuits, Wondrous Intellect	1
3rd	+2	d6	Savant Subclass	1
4th	+2	d6	Feat	2
5th	+3	d8	Accelerated Reflexes (2), Quick Study	2
6th	+3	d8	Subclass feature	2
7th	+3	d8	Expertise, Keen Awareness	2
8th	+3	d8	Feat	3
9th	+4	d8	Flash of Brilliance	3
10th	+4	d10	Subclass Feature	3
11th	+4	d10	Potent Observation	3
12th	+4	d10	Feat	4
13th	+5	d10	Unyielding Will	4
14th	+5	d10	Subclass Feature	4
15th	+5	d12	—	4
16th	+5	d12	Feat	5
17th	+6	d12	Subclass feature, Accelerated Reflexes (3)	5
18th	+6	d12	Undisputed Genius	5
19th	+6	d12	Feat	5
20th	+6	d12	Epic Boon	5

## Savant

**Class Group:** Expert

**Primary Ability:** Intelligence

There are many intelligent people in the world, but few are true savants. Born with the innate desire to learn everything, and the potential for a genius intellect, savants spend their lives learning anything anyone is willing to teach.

Often recognizable at an early age, a savant's hunger for knowledge draws them to great libraries, universities, and other places of learning. They are willing to go to any lengths to unlock the secrets of the world, often turning to adventure. For a savant, no price is too steep for a new discovery.

## Creating a Savant

To create a savant consult the following lists, which provide Hit Points, Proficiencies, and Armor Training. If you're making a 1st-level character, also consult the "Starting Equipment" section, and if you're using the multiclassing rules, see the "Multiclassing and the Savant" section. Then look at the Savant table to see the Class Features you get at each level in this Class. The descriptions of those features appear in the "Savant Class Features" section.

### 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

**Saving Throws:** Intelligence, Wisdom

**Skills:** History, Insight, and Investigation (or three from Arcana, History, Insight, Investigation, Medicine, Nature, Persuasion, and Religion).

**Weapons:** Simple weapons

**Tools:** One set of tools of your choice

### Armor Training

Light Armor

### Starting Equipment

As a 1st-level character, you start with the following equipment, or you can forgo it and spend 100 GP on equipment of your choice:

dagger	shortsword
scholar's pack	a set of tools (your choice)
leather armor	18 GP



## Multiclassing and the Savant

If your group uses the multiclassing rule, here's what you need to know if you choose Savant as one of your classes:

**Ability Score Minimum.** As a multiclass character, you must have a minimum Intelligence score of 13 in order to take your first level in Savant, or to take a level in another class if you are already a savant.

**Proficiencies.** If Savant isn't your initial class, here are the proficiencies you gain when you take your first Savant level: one skill of your choice from the savant skill list, and one set of artisan's tools of your choice.

**Armor Training.** When you gain your first Savant level, you gain Light Armor Training.

## Savant Class Features

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As a Savant, you gain the following Class Features when you reach the specified levels in this Class. These features are listed on the Savant table.

### 1st Level: Adroit Analysis

You rapidly analyze your foes. You can use a bonus action on your turn to analyze one creature you can see within 60 feet, designating it your Mark. For as long as you focus on your Mark, you gain the following benefits:

- You can use Intelligence, in place of Strength or Dexterity, for weapon attack and damage rolls against your Mark
- You have advantage on Intelligence and Wisdom ability checks to analyze or recall information about your Mark.
- Your Mark has disadvantage on attack rolls against you.
- You cannot concentrate on spells or other effects.

The creature remains your Mark indefinitely. Your Mark ends early if it is successfully Hidden from you, if you designate another Mark, or you are incapacitated.

### 1st Level: Expertise

You gain Expertise in two Skills that you are Proficient in.

History and Investigation are iconic choices for a Savant if you have Proficiency in them.

### 1st Level: Predictive Defense

You can use your Intelligence modifier in place of Dexterity when calculating your Armor Class.

### 2nd Level: Scholarly Pursuits

Never satisfied with what you know you are always looking to expand your horizons. You master one Scholarly Pursuit of your choice from the list of Pursuits at end of this class.

When you reach certain levels in this class, you master additional Scholarly Pursuits of your choice, as indicated in the Scholarly Pursuits column of the Savant table above.

### 2nd Level: Wondrous Intellect

Your mind is capable of wondrous bursts of knowledge and insight. Whenever you make an ability check or saving throw that uses your Intelligence or Wisdom, or when you make a damage roll against your Mark, you gain a bonus to the roll equal to your Intellect Die, which is a d6.

Moreover, when a creature that can see or hear you hits your Mark with an attack, you can use your reaction to grant it a bonus to its damage roll equal to your Intellect Die.

At certain savant levels, your Intellect Die increases: at 5th level (d8), at 10th level (d10), and at 15th level (d12).

### 3rd Level: Savant Subclass

You gain the Investigator Subclass or another Savant Subclass of your choice. The Investigator is detailed after the Savant's Class description, and other Subclasses will appear in future Unearthed Arcana articles.

A Subclass is a specialization that grants you special abilities at certain Savant levels. For the rest of your career, you gain each of your Subclass's features that are of your Savant level and lower. This Class's description tells you the levels when your Subclass provides features.

### 4th Level: Feat

You gain the Ability Score Improvement Feat or another Feat of your choice.

### 5th Level: Accelerated Reflexes

Your ability to process and react to your surroundings is near supernatural. You gain a bonus to initiative rolls equal to your Intelligence modifier. You also gain one additional reaction that you can take each round. A single effect can only trigger one of your reactions.

### 5th Level: Quick Study

You are able to gain a working knowledge of new languages and skills exceptionally fast. You gain proficiency in one skill, set of tools, or weapon of your choice, or you can learn to speak one additional language of your choice.

Over the course of 1 hour, which can be during a short or long rest, you can replace this proficiency or language with another proficiency or language of your choice, so long as you have an example to learn from. Examples include a teacher, a book in another language, or a tool set manual.

### 6th Level: Subclass Feature

You gain a feature from your Savant Subclass.

### 7th Level: Expertise

You gain Expertise in two Skills that you are Proficient in.



## 7th Level: Keen Awareness

You can react to danger at a moment's notice. You cannot be surprised unless you are incapacitated.

Moreover, when you roll initiative you can use a reaction to do one of the following before any other creatures can act:

- Use Adroit Analysis to Mark a creature you can see.
- Make an Intelligence ability check to recall information.
- Take either the Help, Ready, or Search action.

## 8th Level: Feat

You gain the Ability Score Improvement Feat or another Feat of your choice.

## 9th Level: Flash of Brilliance

When a creature that can hear you within 30 feet you is forced to make a saving throw, you can use your reaction to shout a snippet of potent advice and grant it a bonus to its roll equal to one roll of your Intellect Die.

## 10th Level: Subclass Feature

You gain a feature from your Savant Subclass.

## 11th Level: Potent Observation

You are able to identify even the smallest weakness in a foe's defenses and exploit it with ruthless efficiency. You can use your reaction to add one Intellect Die roll to any damage roll, so long as you can see the target of the attack and the attacker can either see or hear you.

## 12th Level: Feat

You gain the Ability Score Improvement Feat or another Feat of your choice.

## 13th Level: Unyielding Will

You gain proficiency in Charisma saving throws, and when you make a Charisma saving throw you gain a bonus to your roll equal to one roll of your Intellect Die.

In addition, you are always one step ahead of your foes. So long as you aren't incapacitated, you have advantage on any saving throw your Mark forces you to make.

## 14th Level: Subclass Feature

You gain a feature from your Savant Subclass.

## 15th Level: Profound Insight

Your predictive abilities are nearly supernatural. As an action, you can predict your Mark's next move and alert your allies. Until the start of your next turn, your Mark has disadvantage on all attack rolls, and creatures have advantage on any saving throw your Mark forces them to make.

Once you use this feature you must finish a short or long rest before you can use it again.

## 16th Level: Feat

You gain the Ability Score Improvement Feat or another Feat of your choice.

## 17th Level: Accelerated Reflexes

Your ability to process and react is supernatural. You gain another reaction you can use each round (for a total of 3).

## 18th Level: Undisputed Genius

You realize your genius potential. Your Intelligence score increases by 4, up to a maximum of 24, and when you roll an Intellect Die you roll twice and use the higher result.

## 19th Level: Feat

You gain the Ability Score Improvement Feat or another Feat of your choice.

## 20th Level: Epic Boon

You gain the Epic Boon of Skill Proficiency Feat or another Epic Boon Feat of your choice.

## Savant Subclasses

A Savant Subclass is a specialization that grants you abilities at certain Savant levels, as specified in the Subclass.

This section presents the Investigator Subclass.

## Investigator

Excelling at unraveling mysteries, conspiracies, and secrets, Investigators possess an uncanny ability to read the intent of others. They often spend their lives working to thwart those who deceive the innocent and take advantage of common trust. Their considerable minds and eye for the truth stand in the way of thieves, shapeshifters, and corrupt politicians.

### 3rd Level: Student of Truth

You gain proficiency in Insight and Investigation, and your proficiency bonus is doubled for any check you make with either skill. If you are already proficient in these skills you gain proficiency in another skill from the savant skill list.

Your intuitive nature grants you the following benefits:

- Whenever you would make a Wisdom (Insight) check, you can make an Intelligence (Insight) check instead.
- You have advantage on any ability check you make to detect illusions, shapeshifters, or if a creature is lying.
- You can take the Search action as a bonus action.
- You learn to speak, read, and decipher Thieves' Cant.

### 3rd Level: Rough & Tumble

You have learned to fight dirty while fighting shadows in the underbelly of civilization. Your weapon attacks against your Mark score a critical hit on rolls of 19 or 20 on the d20.

Also, once per turn when you hit your Mark with a weapon attack, instead of adding your Intellect Die to the damage roll of the attack, you can force your Mark to make a Constitution saving throw against your Investigator save DC:

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

On a failure, your Mark is blinded, deafened, or silenced (your choice) for 1 minute. It can repeat the saving throw at the start of each of its turns, ending the effect on a success.



## 6th Level: Astute Defense

Your intuition grants you a sense for danger. When a creature you can see targets you with a melee attack and misses, you can force it to make a Dexterity saving throw against your Investigator save DC as a reaction.

On a failed save, you can cause it to be blinded, deafened, or silenced until the start of your next turn, or if the creature is Large or smaller, you can knock it prone instead.

## 6th Level: Ear to the Ground

Your line of work has granted you a unique familiarity with the underbelly of civilized society. Once you spend a long rest in a settlement, you have advantage on any ability checks you make to gather information on that settlement and its culture, active factions, or important figures.

Finally, if you spend 10 minutes talking with your Mark, you can force it to (unknowingly) make a Wisdom saving throw against your Investigator save DC. On a failure, it can't willingly lie to you for the remainder of that conversation.

## 10th Level: Peerless Focus

Your gaze uncovers even the most well-hidden secrets. You instantly detect the presence of shapeshifters and illusions, and your weapon attacks against your Mark are a critical hit on rolls of 18-20 on the d20.

## 14th Level: Master Investigator

Your sense for the truth has reached supernatural levels. You gain Truesight in a 30-foot radius. Though, your Truesight from this feature cannot see into the Ethereal Plane.

## Scholarly Pursuits

Listed below are the Scholarly Pursuits available to a Savant.

### Astrology

You are a student of star charts and constellations, and can use the movements of celestial bodies to predict the future. During a long rest when you can see the night sky, roll one d20 and record the number you rolled. You can replace any attack roll, saving throw, or ability check you make with this foretelling roll. You must use this feature before you roll.

Your foretelling roll can be used only once. If you do not use this roll before the end of your next long rest it is lost.

### Falconry

You have spent many months training birds of prey. You gain a Falcon companion which uses the Hawk statblock from the *Player's Handbook*, but it has an Intelligence score of 8. You and your Falcon can communicate simple ideas with each other using simple gestures and sounds. Your Falcon is unwaveringly loyal to you and obeys your commands.

In combat, your Falcon shares your initiative and acts on your turn. It can move and use its reaction on its own, but it only takes the Dodge action unless you use a bonus action to command it to take an action from its stat block, or another action. If you are incapacitated, your Falcon acts on its own.

If your Falcon falls to 0 hit points it makes death saving throws as a player character would. Should your Falcon die, your special skills allow you to track and train another Falcon over the course of an 8 hour period using 5 gp worth of bait.

## Fencing

You gain proficiency with long swords, rapiers, and scimitars.

When a creature you can see targets you with a melee attack while you are wielding one of these weapons, you can use your reaction to roll your Intellect Die and add it to your Armor class against the attack. If it misses, you can make one melee weapon attack against it as part of your reaction.

## Marksmanship

You gain proficiency with all martial ranged weapons. When you make a ranged weapon attack, you can use your Intellect Die in place of the weapon's damage die.

Moreover, if your setting includes firearms, and your savant has been exposed to the inner workings of such devices, they are considered to be proficient with all simple and martial firearms.

## Linguistics

You learn to speak, read, and write a number of languages equal to your Intelligence modifier.

Whenever you make a Charisma (Persuasion) check while speaking to a creature in its native tongue (other than Common) you gain a bonus to your roll equal to your Intelligence modifier (minimum of +1).

## Perfect Recall

You can recall picture-perfect details from things you commit to memory. If you spend at least 1 minute observing something, you can recall any information about it, at any point in the future, without requiring an ability check.

## Riddles

You have spent a great deal of time pondering and pouring over riddles and rhymes. When you speak, you can choose to speak in Riddles. When you do so, you appear to be speaking normally, but there are hidden messages laced in your words.

Over a period of 1 hour, which can be during the course of a short or long rest, you can teach a creature to understand your Riddles. A creature with an Intelligence of 13 or higher that understands your Riddles can respond to you in Riddles.

## Secrets & Whispers

You have a way of finding out news and gathering rumors, even from distant lands. Each time you finish a long rest in a city, town, or settlement, you learn of a one important event that has taken place within the past week.

Moreover, when you spend a long rest in a town, city, or settlement, you can spend 5 gp to gather news and rumors, including knowledge of secret events, related to that town.

For example, you may learn of a conversation between conspirators or the location of a thieves' guild meeting.

## Traditions

You are a student of culture, politics, and traditions. When you make an Intelligence (History) check related to a local custom, culture, or tradition, you have advantage on the roll.

Your knowledge of local customs makes you an excellent ambassador. The first time you meet a leader or local figure, you have advantage on any Charisma checks you make.

