

# Savant

## Class Features

### Core Savant Traits

<b>Primary Ability</b>	Intelligence
<b>Hit Point Die</b>	D8 per Savant level
<b>Saving Throw Proficiencies</b>	Intelligence and Constitution
<b>Skill Proficiencies</b>	Choose 2: Acrobatics, Athletics, Insight, Investigation, Medicine, or Perception
<b>Weapon Proficiencies</b>	Simple Weapons
<b>Armor Training</b>	Light and Medium armor
<b>Starting Equipment</b>	Choose A or B: (A) Leather Armor, Rapier, 4 Javelins, Explorer's Pack, and 28 GP; or (B) 75 GP

Where others swing wildly or rely on brute force, a Savant fights battles twice—first in the mind, then in the flesh. Every step, strike, and counter has already been weighed and measured in the instant before it happens. With a razor-sharp intellect, a Savant anticipates the flow of combat, predicting an enemy's actions and exploiting their weaknesses with calculated precision. Their strength lies not only in the edge of their blade, but in the foresight that guides it.

Driven by curiosity, discipline, or an obsession with mastery, Savants are often shaped long before they take up combat. Some are scholars who applied their studies of philosophy, mathematics, or anatomy to warfare. Others are veteran soldiers who survived not by raw might, but by keen observation and clever strategy. A Savant might be a duelist who thrives on outthinking opponents, a commander who thrives on leading companions into perfect formation, or a wanderer who treats each battle as a test of wits.

Regardless of their origin, all Savants share the same truth: in battle, victory is not claimed by the strongest arm, but by the sharpest mind.

### Becoming a Savant...

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## As a Level 1 Character

- Gain all the in the Core Savant Traits table.
- Gain the Savant's level 1 features, which are listed in the Savant's Features table.

## As a Multiclass Character

- Gain the following traits from the Core Savant Traits table: Hit Point Die, proficiency with Simple weapons, and training with Light and Medium armor.
- Gain the Savant's level 1 features, which are listed in the Savant's Features table.

### Savant Features

Level	Proficiency Bonus	Class Features	Tact Die Size	Tact Points
1	+2	Clever Attacks, Improvisation	D6	—
2	+2	Adept Tactician	D6	2
3	+2	Savant Subclass	D6	3
4	+2	Ability Score Improvement	D6	4
5	+3	Extra Attack, Keen Awareness	D8	5
6	+3	Subclass Feature, Magical Improvisation	D8	6
7	+3	Ingenuity	D8	7
8	+3	Ability Score Improvement	D8	8
9	+4	Opportunist	D8	9
10	+4	Subclass Feature	D8	10
11	+4	Pain Prognosis	D10	11
12	+4	Ability Score Improvement	D10	12
13	+5	Mind Over Matter	D10	13
14	+5	Ability Score Improvement	D10	14
15	+5	Subclass Feature	D10	15

16	+5	Ability Score Improvement	D10	16
17	+6	Amplified Critical	D12	17
18	+6	Truest Aim	D12	18
19	+6	Epic Boon	D12	19
20	+6	Precognition	D12	20

## Savant Class Features

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

### Level 1: Clever Attacks

Your intellect drives your attacks. You can use your Intelligence modifier instead of your Dexterity or Strength modifiers for the attack and damage rolls of your weapon attacks and Unarmed Strikes.

### Level 1: Improvisation

You are adept at using your surroundings in a pinch.

**Improvised Weaponry.** You have proficiency with improvised weapons.

**Tact Dice.** You can roll 1d6, instead of the normal damage of improvised weapons and Unarmed Strikes. This die changes as you gain Savant levels, as shown in the Tact Dice Size column of the Savant Features table.

### Level 2: Adept Tactician

Your keen eye for weakness in a target allows you to make Tactful Strikes where they count the most.

**Tactful Strikes.** You learn three strikes of your choice. These strikes bolster your attacks in some way. You can only use one Tactful Strike per attack, unless otherwise specified.

You learn two additional strikes of your choice when you reach Savant levels 6, 10, and 15. Each time you learn new strikes, you can also replace one strike you know with a different one.

Some Tactful Strikes require your target to make a saving throw. The save DC equals 8 plus your Intelligence modifier and Proficiency Bonus.

**Tact Points.** Your Savant level determines the number of points you have, as shown in the Tact Points column of the Savant Features table. You can expend these points to invoke and empower your Tactful Strikes.

When you expend a Tact Point, it is unavailable until you finish a Short or Long Rest, at the end of which you regain all your expended points.

### **Level 3: Savant Subclass**

You gain a Savant subclass of your choice. A subclass is a specialization that grants you features at certain Savant levels. For the rest of your career, you gain each of your subclass's features that are of your Savant level or lower.

### **Level 4: Ability Score Improvement**

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. You gain this feature again at Savant levels 8, 12, 14 and 16.

### **Level 5: Extra Attack**

You can attack twice instead of once whenever you take the Attack action on your turn.

### **Level 5: Keen Awareness**

You gain a bonus to your Initiative rolls equal to your Intelligence modifier (minimum of 1).

### **Level 6: Magical Improvisation**

Whenever you deal damage with an improvised weapon or Unarmed Strike, it can deal your choice of Force damage or its normal damage type.

### **Level 7: Ingenuity**

**Skill Smart.** When you roll an ability check, you can expend 1 Tact Point to give yourself a bonus to the roll equal to one of your Tact Dice.

**Push Mind.** When you roll Initiative, you can regain a number of Tact Points equal to half of your level if you have fewer than that. Once you use this feature, you can't use it again until you finish a Long Rest.

## **Level 9: Opportunist**

You gain Advantage on opportunity attacks.

In addition, when a creature within 5 feet of you that you can see makes an attack roll against a target other than you, you can use your Reaction to impose Disadvantage on the attack.

You can use this Reaction a number of times equal to your Intelligence modifier (minimum of once), restoring all uses when you finish a Long Rest.

## **Level 11: Pain Prognosis**

Once per turn, when you expend a Tact Point to invoke a Tactful Strike, you can deal an extra 1d8 Force damage to the target.

## **Level 13: Mind Over Matter**

Your mental fortitude manifests in the physical. You have a bonus to Strength and Dexterity saving throws equal to your Intelligence modifier.

## **Level 17: Amplified Critical**

Your precision in combat makes every opening fatal. Your improvised weapon attacks and Unarmed Strikes score a critical hit on a roll of 19 or 20. In addition, when you score a critical hit with an improvised weapon or Unarmed Strike, you roll the attack's damage dice three times, instead of twice.

## **Level 18: Truest Aim**

Once on each of your turns when you make an attack roll with a weapon or Unarmed Strike and miss, you can make another weapon attack or Unarmed Strike as part of the same action.

## **Level 20: Precognition**

You can spend 8 Tact Points to cast Foresight, without providing material components. When you cast the spell in this way, it lasts for 1 hour instead of the normal duration. Once you use this feature, you can't use it again until you finish a Long Rest.

## **Level 3: Tactful Strikes**

Tactful strike options are listed here in alphabetical order.

### **Ankle Strike**

When you hit a creature with a weapon or Unarmed Strike, you can expend 1 Tact Point to force it to make a Strength saving throw. On a failure, the creature has the Prone condition.

### **Chest Strike**

When you hit a creature with a weapon or Unarmed Strike, you can expend 1 Tact Point to force it to make a Strength saving throw. On a failure, the creature is pushed up to 15 feet away from you.

### **Counter Strike**

When a creature within 30 feet of you that you can see hits you with an attack, you can use your Reaction to expend 1 Tact Point, rolling one Tact Die and adding the number rolled to your AC, potentially causing the attack to miss.

### **Ear Strike**

When you deal damage to a creature that is concentrating on a spell with a weapon or an Unarmed Strike, you can expend 1 Tact Point and roll one of your Tact Dice. Subtract the number rolled from the result of that creature's Constitution saving throw to maintain concentration.

### **Enfeebling Strike**

When you hit a creature with a weapon or Unarmed Strike, you can expend 1 Tact Point to force it to make a Constitution saving throw. On a failure, the next time the creature deals damage, the damage is reduced by a roll of one of your Tact Dice.

### **Eye Strike**

When you hit a creature with a weapon or Unarmed Strike, you can expend 1 Tact Point to force it to make a Constitution saving throw. On a failure, the creature has the Blinded condition until the start of your next turn.

### **Hand Strike.**

When you hit a creature with a weapon or Unarmed Strike, you can expend 1 Tact Point to force it to make a Strength saving throw. On a failure, it drops one item of your choice that it is holding.

### **Honed Strike**

As a Bonus Action, you can expend 1 Tact Point to give yourself Advantage on the next weapon attack or Unarmed Strike you make before the end of your current turn.

### **Jaw Strike**

When you hit a creature with a weapon or Unarmed Strike, you can expend 2 Tact Points to force it to make a Constitution saving throw. On a failure, the creature has the Stunned condition until the end of its next turn.

### **Knee Strike**

When you hit a creature with a weapon or Unarmed Strike, you can expend 1 Tact Point to force it to reduce its speed by 10 feet until the start of your next turn.

### **Momentum Strike**

When you hit a creature with a weapon or Unarmed Strike, you can expend 1 Tact Point and roll one of your Tact Dice. You can then move up to 5 times the number rolled without provoking opportunity attacks.

### **Potent Strike**

Once per turn, when you hit a creature with a weapon or Unarmed Strike, you can expend 1 Tact Point to deal extra Force damage equal to one of your Tact Dice.

### **Reaching Strike**

You can expend 1 Tact Point to increase your reach by 5 feet. This benefit lasts until the end of the current turn or after your next attack roll (whichever comes first).

### **Sapping Strike**

When you hit a creature with a weapon or Unarmed Strike, you can expend 1 Tact Point to regain a number of Hit Points equal to one of your Tact Dice.

### **Shoulder Strike**

When you hit a creature with a weapon or Unarmed Strike, you can expend 1 Tact Point to give it Disadvantage on the next attack roll it makes before the start of your next turn.

### **Spine Strike.**

When you hit a creature with a weapon or Unarmed Strike, you can expend 1 Tact Point to force it to make a Constitution saving throw. On a failure, the creature has Disadvantage on Dexterity and Strength checks until the start of your next turn.

## **Savant Subclasses**

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A Savant subclass is a specialization that grants you features at certain Savant levels, as specified in the subclass. This section presents Bloodhound, Improviser, Spellwise, and Strategist.

### **Bloodhound**

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*Solve Puzzles through Morose Means*

Bloodhounds are relentless investigators of both mind and flesh. They uncover secrets, disarm traps, and exploit the deepest weaknesses of their foes with ruthless efficiency. Grim and unflinching, they see patterns in chaos and use them to strike where it hurts most.

#### **Level 3: Puzzler's Wiles**

You have a knack for solving complex puzzles, granting you the following features:

**Tool Proficiency.** You gain proficiency with Thieves' Tools. You can use Intelligence instead of Dexterity when making an ability check to use these tools.

**Meticulous.** You have Advantage on Investigation and Perception checks you make to locate traps, solve cyphers, and spot hidden meanings in text.

#### **Level 3: Unchained Tact**



As a Bonus Action, you can unleash the brutal ferocity of your mind. For the next minute, whenever you roll one of your Tact Dice, roll twice and choose which result to use.

Once you use this feature, you can't use it again until you finish a Short Rest.

## **Level 6: Bloodsense**

You are aware of the exact location of any creature with the Invisible condition that is within 30 feet of you and doesn't have all of its Hit Points.

In addition, you gain a bonus to Survival checks equal to your Intelligence modifier.

## **Level 10: Expose Weakness**

When you hit a creature with a weapon or Unarmed strike, you can expend 3 Tact Points to ail the target. When you do this, choose an ability. The target has a penalty on saving throws using the chosen ability equal to one of your Tact Dice until the start of your next turn.

## **Level 15: Subvert Attacks**

When a creature you can see within 5 feet of you targets you with a weapon attack, you can use your Reaction to force it to make a Constitution saving throw. On a failure, the attack misses with no effect, and is wasted.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once) and you regain all uses when you finish a Long Rest.

## **Improvisor**

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*Cause Off the Cuff Chaos*

Improvisors focus on their surroundings, fueling their attacks with the mundane objects of the world around them. These Savants don't plan ahead, they plan in the moment.

## **Level 3: Streetfighter's Instinct**

When you roll Initiative, if you don't already have a weapon in hand, you can immediately seize an improvised weapon within 10 feet of you as part of the roll.

## Level 3: Head Strong

Your mind and your body work in tandem, granting you the following features:

**Unarmored Defense.** While you aren't wearing armor or wielding a Shield, your base Armor Class equals 10 plus your Constitution and Intelligence modifiers.

**Intelligent Wrestler.** When you use the Grapple or Shove option of your Unarmed Strike, you can use your Intelligence modifier instead of your Strength modifier to determine the save DC.

## Level 6: Empowered Objects

You gain a +1 bonus to attack and damage rolls you make with improvised weapons.

This bonus increases to +2 at 10th level and +3 at 15th level.

## Level 10: Impromptu Defense

You can turn an adversary's own failure against itself.

When a creature misses you with a melee attack, you can use your Reaction to expend 1 Tact Point, forcing the creature to make a Dexterity saving throw against your Savant save DC. On a failed save, the attacker suffers the attack's effects as if it had hit it instead of you.

## Level 10: Demolitionist

Your improvised weapon attacks and Unarmed Strikes deal double damage to objects and structures.

## Level 15: Brawler's Barrage

You can cast the Conjure Barrage spell using an improvised weapon as the material component. Intelligence is your spellcasting ability for this spell.

Once you cast the spell, you can't cast it again until you finish a Long Rest unless you expend 3 Tact Points to cast it again.

# Spellwise

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## *Expand Intellect with Spells*

Spellwise Savants are those who tie the arcane with their knowledge of hand to hand combat. Intellect is paramount for a Savant, and there is little more mind-strengthening than the manipulation of magic. Spellcasting allows ample opportunity for what Savants do best, take advantage of weakness.

### **Level 3: Spellcasting**

You have learned to cast spells.

**Cantrips.** You know two cantrips of your choice from the Wizard spell list.

Whenever you gain a Savant level, you can replace one of these cantrips with another cantrip of your choice from the Wizard spell list.

When you reach Savant level 10, you learn another Wizard cantrip of your choice.

**Spell Slots.** The Spellwise Spellcasting table shows how many spell slots you have to cast your level 1+ spells. You regain all expended spell slots when you finish a Long Rest.

### **Spellwise Spellcasting**

		—Spell Slots Per Spell Level—			
Savant Level	Prepared Spells	1	2	3	4
3	3	2			
4	4	3			
5	4	3			
6	4	3			
7	5	4	2		
8	6	4	2		
9	6	4	2		

10	7	4	3		
11	8	4	3		
12	8	4	3		
13	9	4	3	2	
14	10	4	3	2	
15	10	4	3	2	
16	11	4	3	3	
17	11	4	3	3	
18	11	4	3	3	
19	12	4	3	3	1
20	13	4	3	3	1

**Prepared Spells of Level 1+.** You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose three level 1 Wizard spells.

The number of spells on your list increases as you gain Savant levels, as shown in the Prepared Spells column of the Spellwise Spellcasting table. Whenever that number increases, choose additional Wizard spells until the number of spells on your list matches the number in the Spellwise Spellcasting table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 7 Savant, your list of prepared spells can include five Wizard spells of level 1 or 2 in any combination.

**Changing Your Prepared Spells.** Whenever you gain a Savant level, you can replace one spell on your list with another Wizard spell for which you have spell slots.

**Spellcasting Ability.** Intelligence is your spellcasting ability for your Wizard spells.

**Spellcasting Focus.** You can use an Arcane Focus or improvised weapon as a Spellcasting Focus for your Wizard spells.

## Level 3: Arcane Adept

You gain access to a unique tactful strike called Arcane Strike. It does not count against the number of tactful strikes you know.

**Arcane Strike.** When you cast a spell that requires an attack roll or deals damage, you can expend 1 Tact Point to do one of the following:

- Grant yourself Advantage on the spell attack roll.
- Roll one of your Tact Dice and add the number rolled to the spell's damage.

## Level 6: Quick Cast

When you take the Attack action on your turn, you can replace one of the attacks with a casting of one of your Wizard cantrips that has a casting time of an action.

## Level 10: Flexible Wit

When you cast a spell of level 2 or lower that targets only one creature, and the spell attack misses or the target succeeds on its saving throw, you can use your Reaction to expend 2 Tact Points. If you do, you regain the expended spell slot.

Once you use this feature, you can't use it again until you finish a Short or Long Rest.

## Level 15: Magical Conduit

Once per turn, when you hit with a weapon attack or Unarmed Strike against a creature while concentrating on a spell, you can expend a number of Tact Points equal to the spell level on which you are concentrating. When you do so, the extra Force damage of your Pain Prognosis increases by a number of d8s equal to the number of Tact Points spent (to a maximum of 5d8).

# Strategist

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### *Plan Well and Bolster Allies*

Strategists are masters of preparation and coordination. Whether directing allies on the battlefield, guiding a covert mission, or shaping the outcome of delicate negotiations, they rely on careful planning and quick thinking to ensure that every action serves a greater purpose.

## Level 3: Trained Planner

You gain proficiency with Calligrapher's Supplies and Cartographer's Tools.

### **Level 3: Prepare for War**

When you finish a Long Rest, you gain a number of d20s equal to your Intelligence modifier (minimum of one). You can divide these dice among any creatures within 30 feet of you at the end of the rest.

Until you finish your next Long Rest, when a creature with one of these dice makes a d20 Test and fails, the creature can utilize one of the dice to reroll the test. The creature must use the new result. If this reroll turns the test into a success, the die is expended. Once a die is expended, it can't be used again.

### **Level 6: Coordinated Assault**

Creatures of your choice gain the Initiative bonus of your Keen Awareness feature while within 10 feet of you.

### **Level 10: Form Ranks**

As a Bonus Action, you can motivate your allies on the battlefield. Each creature of your choice that you can see within 60 feet of you, gains Temporary Hit Points equal to a roll of one of your Tact Dice plus half of your Savant level (round down). When a creature gains these Temporary Hit Points, it can use its Reaction to move up to its Speed without provoking opportunity attacks.

### **Level 15: Master of Tactics**

Your mastery of battlefield planning allows you to act on openings that others can't see. Immediately after another creature's turn, you can move up to your Speed and make one weapon attack or Unarmed Strike (no action required).

Once you use this feature, you can't use it again until the end of your next turn.