

Tab 1

Scientist Class

Level 1

As a Level 1 Character:

- Gain all the traits in the Core Scientist Trait table.
- Gain all Scientist level 1 features.

Core Scientist Traits	
Primary Ability	Intelligence
Hit Point Die	1d8 per Scientist Level
Saving Throw Proficiencies	Constitution and Intelligence
Skill Proficiencies	Choose 2: Animal Handling, Insight, Medicine, Nature, Perception, Survival
Weapon Proficiencies	Simple Weapons
Tool Proficiencies	Choose either Alchemist's Supplies, Brewer's Supplies, Herbalism Kit, or Poisoner's Kit
Armor Training	Shields
Starting Equipment	Choose A or B: (A) Shortsword, 4 Daggers, Tool chosen for the tool proficiency above, Explorer's Pack, and 12 GP; or (B) 60 GP

Expanded Knowledge: As your studies continued, you found yourself lost within the library learning whatever you could. You gain Proficiency in two skills of your choice not on the Core Scientist Trait table and you are Proficient in Scientist weapons, which are Daggers and any weapons with the light property.

Level 2

Recent Genome: You can make a Wisdom (Survival) DC 14 Ability Check on any beast with a CR of 1/8 or lower that died within the last minute. On a success, you take a sample of the beast. If you still have the sample after you complete a Long Rest, you know any vulnerabilities, resistances, and immunities of the sample's species and the sample is destroyed. Once you take a sample using this feature, you cannot take another sample until you complete a Long Rest. The amount of samples you can take in between Long Rests and the CR rating of those you can take samples from increases based on your Scientist level.

Understandable Routes: You have advantage on Wisdom (Animal Handling) Ability Checks.

Level 3

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

[The list of Scientist Subclasses and features they grant can be found here.](#)

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 Scientist levels 8, 12, and 16.

Level 5

Extra Attack: You can make up to two attacks per attack action you take on each of your turns.

A Studious Professional: *Choose A or B:* (A) Gain Proficiency in two skills of your choice; or (B) gain Expertise in one of your skill proficiencies of your choice.

Level 8

Ability Score Improvement: You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

Level 9

Expertise: You gain Expertise in two of your skill proficiencies of your choice.

Level 12

Ability Score Improvement: You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

Level 16

Ability Score Improvement: You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

Level 19

Epic Boon: You gain an Epic Boon feat or another feat of your choice for which you qualify.

Level 20

The Scientific Method: Trial and error has evolved your understanding of the world around you. Your Intelligence and Wisdom increase by 4, and their maximum is now 25.

The Scientist: Other Information

Level	Proficiency Bonus	# of Recent Genome samples you can take	CR Rating level of deceased enemies you can take from
Level 1	+2	N/A	N/A
Level 2	+2	1	1/8
Level 3	+2	1	1/8
Level 4	+2	2	1/4
Level 5	+3	2	1/4
Level 6	+3	2	1/4
Level 7	+3	2	1/2
Level 8	+3	3	1/2
Level 9	+4	3	1/2
Level 10	+4	3	1
Level 11	+4	3	1
Level 12	+4	3	1
Level 13	+5	3	2
Level 14	+5	4	2
Level 15	+5	4	2
Level 16	+5	4	3
Level 17	+6	4	3
Level 18	+6	4	4
Level 19	+6	5	4
Level 20	+6	5	5