Academic Discipline

At 3rd level, a Savant gains the Academic Discipline feature. The following Patreon-exclusive options are available to the Savant along with the Academic Disciplines in the base class:

Engineer	Tinker
Occultist	Voyager

Engineer

Engineers use a combination of their brains and brawn to lay waste to foes. Drawing on their understanding of architecture and military science they design fortifications and undermine weak points in enemy fortifications. When given enough time and resources, a determined Engineer can wreak total havoc on all but the most formidable defensive structures.

Student of Military Science
3rd-level Engineer Discipline feature
You gain proficiency in both Athletics and History. Whenever you make a check with either of these proficiencies you gain a bonus to your roll equal to one roll of your Intellect Die. If you are already proficient in either skill you gain proficiency in another skill from the Savant skill list in its place.

Your knowledge of military science and training with the arms and armor of warfare grants you the benefits below:

- You gain proficiency with carpenter's and mason's tools, and whenever you make an ability check with either of tool, you add double your proficiency bonus to your roll.
- You gain proficiency in medium armor, shields, and all martial weapons that do not have the heavy property.

Fortify Position
3rd-level Engineer Discipline feature
You use your knowledge of architecture and construction to create simple structures of wood, stone, dirt, and iron. While you have access to your carpenter's or mason's tools and the associated materials, you can build fortifications.

For every 10 minutes you spend, you create one simple Medium structure made mostly from wood, loose stone or dirt, or iron. The structures you create in this way have an Armor Class and hit points equal to 10 + your Savant level.

Sapping Strike
3rd-level Engineer Discipline feature
You have a keen insight into structural weak points. You can designate objects and structures as your Focus, and when an object or structure is your Focus, your melee weapon attacks against that Focus score an automatic critical hit.

Also, once per turn when you hit your Focus with a melee weapon attack, you can forgo the bonus damage from Adroit Analysis to force it to make a Strength saving throw against your Intellect save DC. On a failed save, the creature suffers the following effects until the beginning of your next turn:

- It's speed is halved and it cannot take reactions.
- On its turn it can only use one action or one bonus action, but not both, and it cannot make more than one attack.

Military Superiority
6th-level Engineer Discipline feature
You can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can take the Dash, Disengage, or Use an Object action in place of one attack.

Structural Reinforcement
6th-level Engineer Discipline feature
You employ your understanding of engineering to reinforce structures, armor, and shields. Over the course of a long rest, you can spent 1 hour reinforcing one suit of armor, shield, or a Large or smaller object you touch. Until the end of the next long rest, that object grants it wearer (or it gains) resistance to nonmagical bludgeoning, piercing, and slashing damage.

When you reach 10th level in this class you can reinforce two items during each long rest, and three at 15th level.

Destabilizing Strike
10th-level Engineer Discipline feature
You can highlight critical weak points for your allies. When you use your Potent Observation reaction on a melee attack against your Focus, you can force the target of the attack to make a Constitution saving throw against Sapping Strike in place of adding the bonus damage to the attack.

Master Engineer
15th-level Engineer Discipline feature
You have discovered a combination of chemicals capable of producing massive explosions. At the end of each long rest, you produce a Satchel of Explosives that contains a number of Charges equal to your Savant level.

As an action, you can expend any number of Charges (up to your Intelligence modifier) from your Satchel to throw an Explosive at a point within 60 feet. Creatures within 15 feet of that point must make a Dexterity saving throw against your Intellect save DC. Targets take thunder damage equal to one roll of your Intellect Die per Charge you expended on a failed save, and half as much damage on a success. Any structures in that area take the maximum amount of thunder damage.

Also, the area within 15 feet of that point becomes difficult terrain until a creature uses an action to clear a 5-foot area.

Occultist

While most Savants are welcomed as honored guests at great places of learning, those who devote themselves to the study of forbidden knowledge are persecuted for their studies. Known as Occultists, these reclusive intellectuals spend their lives collecting bits of obscure and forgotten lore. The more strange and sinister, the greater their desire to understand it.

Student of the Occult
3rd-level Occultist Discipline feature
You gain proficiency in both Arcana and Religion. Whenever you make a check with either of these proficiencies you gain a bonus to your roll equal to one roll of your Intellect Die. If you are already proficient in either skill you gain proficiency in another skill from the Savant skill list in its place.

Your dark studies also grant the following benefits:

- You learn to speak, read, and write two extra languages of your choice. Often, Occultists choose to learn exotic languages like Abyssal, Infernal, or Deep Speech.
- You can learn the following characteristics about your Focus through Adroit Analysis: its plane of origin, its spellcasting ability (if it has one) and the highest level of spell it can cast, or its current alignment.

Occult Tome
3rd-level Occultist Discipline feature
You have compiled your esoteric research and occult studies into a book known as an Occult Tome. Infused with sinister magicks, your Occult Tome counts as a spellcasting focus for any of the ritual spells and magical effects contained within.

Ritual Spells Known. Your Tome contains three ritual spells of your choice of 2nd-level or lower from any spell list.

You can add additional ritual spells to your Occult Tome by copying them from a spellbook or spell scroll you have in your possession. For each level of the ritual spell you wish to add, copying it takes 1 hour per spell level and costs 50 gold for the rare inks that you need to inscribe it. In order for you to add a new ritual spell to your Occult Tome, its spell level must be equal to, or lower than, half your level (rounded up).

Channel Divinity. Your Occult Tome also contains one Channel Divinity of your choice, from the options available to Clerics at 2nd level. As an action, you can produce the effect of a Channel Divinity by using your Occult Tome in place of a sacred focus. Once you use this Channel Divinity, you must finish a short or long rest before you can use it again.

Eldritch Invocations. Finally, your Occult Tome contains the knowledge of one Eldritch Invocation of your choice from those available to Warlocks. If an Invocation has a Warlock level prerequisite, you can learn it if your Savant levels meets that prerequisite, but you must meet any other prerequisites, like a cantrip or Pact Boon, that the Invocation has.

Spellcasting Ability. Intelligence is your spellcasting ability for any effects you produce from your Occult Tome as you have compiled it through years of research. If one of the effects from your Tome requires a creature to make a saving throw, it does so against your Intellect save DC.

Deeper Secrets
6th-level Occultist Discipline feature
In your research you have unearthed fragments of forbidden knowledge that grant you strange and sinister abilities. Gain one additional Eldritch Invocation and one Channel Divinity following the restrictions of your Occult Tome. However, you can now learn Channel Divinities available to Clerics of 6th level or lower. You can use each Channel Divinity you know once between each short or long rest.

Moreover, whenever you gain a level, you can replace either one Eldritch Invocation you know with another Invocation, or one Channel Divinity you know with another Chanel Divinity.

Words of Malice
10th-level Occultist Discipline feature
Your words are laced with sinister occult power. Whenever you add a roll of your Intellect Die to a damage roll, you can choose for this damage to be necrotic. Moreover, whenever you deal necrotic damage this way, you can choose to gain temporary hit points equal to the necrotic damage dealt.

Finally, you learn one additional Eldritch Invocation or Channel Divinity of your choice.

Master Occultist
15th-level Occultist Discipline feature
You have unearthed the forbidden magic of the evil eye. You add the *eyebite* spell to your Occult Tome. As an action while holding your Tome, you can cast *eyebite* without expending a spell slot. You can cast *eyebite* this way a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Optional Rule: Occult Secrets

At their core, Occultists are collectors of forbidden secrets. Whenever an Occultist Savant would learn a new Channel Divinity or Eldritch Invocation, they can instead choose to learn one of the following:

- One Totem of their choice from the Shaman.
- One Talent of their choice from the Psion.
- One Blood Curse from the Blood Hunter.

If any of these features has a level prerequisite, you can learn them if your Savant level would meet that level prerequisite. However, you must meet all other prerequisites these features may have.

Tinker

Masters of the tactile sciences, the Savants known as Tinkers put their minds to work creating mechanical creations. They are constantly on the lookout for new tools to master, an old process they can improve, or inspiration for a new invention. The mind of a Tinker is especially elastic, even compared to other Savants. These masters of learning move through life assured they are always on the cusp of a new breakthrough.

Student of Innovation
3rd-level Tinker Discipline feature
You gain proficiency in Investigation, tinker's tools, and two other tools of your choice. Whenever you make a check with any of these proficiencies you gain a bonus to your roll equal to one roll of your Intellect Die. If you are already proficient in Investigation or tinker's tools you instead gain proficiency in another skill from the Savant skill list in its place.

Your elastic mind also grants you benefits. You master the *Quick Study* Scholarly Pursuit. Unlike other Savants, you can use *Quick Study* to improve a tool or skill you are proficient in, instead of learning a new skill or tool. When you do so, you can add one roll of your Intellect Die to any ability checks you make with that skill or tool if you do not already.

Spark of Invention
3rd-level Tinker Discipline feature
You use your vast intellect to craft wondrous, yet mundane, inventions. Your inventive potential is represented by a pool of Inventive Sparks. You have a number of Inventive Sparks equal to your proficiency bonus + your Intelligence modifier.

Over the course of 10 minutes, you can use tinker's tools to produce one Wondrous Item of your choice by expending a number of Inventive Sparks equal to the Wondrous Item's rarity as indicated in the table below:

Wondrous Item Rarity	Inventive Sparks	Wondrous Item Rarity	Inventive Sparks
Common	2	Very Rare	11
Uncommon	5	Legendary	13
Rare	9	Artifact	15

Wondrous Items you craft with this feature are considered mundane mechanical creations last until the end of your next long rest. When your Wondrous Items expire at the end of a long rest, they are rendered useless and you regain any of the Inventive Sparks you expended to create the item.

If a Wondrous Item you creature requires attunement, you can choose to attune to it as part of the crafting the item. You cannot create Tomes, Manuals, or Tattoos with this feature.

> ### Spark of Invention: Artifacts
> Creating an Artifact Wondrous Item with Spark of Invention is technically impossible using only the features from this subclass. Talk to your GM about finding temporary or expendable Inventive Sparks!

Mechanical Servant
6th-level Tinker Discipline feature
You have constructed a mechanical servant to assist you. As an action you can use your tinker's tools and expend 2 Inventive Sparks and 10 gold worth of mechanical parts to create a Mechanical Servant which functions as if you had cast the *find familiar* spell with the following changes:

- It is non-magical, and its creature type is construct.
- It has additional hit points equal to your Savant level.
- It is proficient with a set of tools of your choice.

Improved Mechanics
10th-level Tinker Discipline feature
Your skills as an innovator have grown. Using tinker's tools, you can spent 10 minutes disassembling one Wondrous Item you have created, regaining any Inventive Sparks expended in its creation. However, if the Item had any charges that were expended you regain one less Spark per expended charge.

As part of the same 10 minute process, you can use tinker's tools to create another Wondrous Item, expending Inventive Sparks as nomral in its creation.

Finally, whenever you make an ability check with tinker's tools or the other tool proficiencies you gained from Student of Innovation, you can treat a d20 roll of 9 or lower as a 10.

Master Tinker
15th-level Tinker Discipline feature
You have modified your Mechanical Servant to defend you in dire situations. As an action, you can touch your Mechanical Servant with tinker's tools and expend one Inventive Spark to empower it. When you do so it gains the following benefits:

- It uses the giant scorpion stat block, but it is a construct.
- It gains additional hit points equal to your Savant level.
- Its Armor Class is equal to your Intelligence Score.
- If it forces a creature to make a saving throw, it uses your Intellect save DC in place of the DC in its stat block.
- The damage die of its attacks increases to match the size of your Intellect Die. The damage type stays the same.
- It uses your Intelligence, in place of Strength or Dexterity for its attack and damage rolls against your Focus.

Your Mechanical Servant remains empowered in this way for up to 1 minute, after which it reverts to its normal form. If your Mechanical Servant is reduced to 0 hit points while it is empowered, it is destroyed.

Voyager

Some Savants are compelled by fate to venture forth into the unknown. Commonly known as Voyagers, these auspicious adventurers have a desire to experience everything they can. Often throwing caution to the wind, these intrepid geniuses are never truly satisfied with what they have, always desiring more. Often chosen by Fate, they find success where others fail, and overcome obstacles that can seem insurmountable.

Student of Adventure
3rd-level Voyager Discipline feature
You gain proficiency in Athletics and Nature, and whenever you make a check with either of these proficiencies you gain a bonus to your roll equal to one roll of your Intellect Die. If you are already proficient in either skill you gain proficiency in another skill from the Savant skill list in its place.

Your desire to explore has landed you in many a difficult situation. You gain the following additional benefits:

- You gain proficiency with cartographer's tools, navigator's tools, and water vehicles. When you make an ability check any of these tool, you add double your proficiency bonus.
- You gain proficiency with improvised weapons and nets.
- You have advantage on saving throws to resist exhaustion caused by exposure or extreme conditions.

Fate-Touched
3rd-level Voyager Discipline feature
Whether blessed at birth or favored by Fate itself, you have an uncanny ability to succeed at pivotal moments. This favor is represented by a pool of Fate Dice. You have a number of Fate Dice equal to your Intelligence modifier, and you regain all expended Fate Dice whenever you finish a long rest. Fate Dice are equal in size to your Intellect Die.

When you miss with an attack roll, or fail an ability check or saving throw, you can expend one of these Fate Dice, roll it, and add the result to the attack roll, ability check, or saving throw, possibly turning your failure into a success.

Adept Adventurer
6th-level Voyager Discipline feature
You were born for a life of adventure and are ready to face any challenge. You master the *Physical Fitness* Scholarly Pursuit. If you have already mastered this Scholarly Pursuit, you can instead master *Perfect Recall* or *Traditions*.

You also regain any expended Fate Dice whenever you finish a short or long rest.

Canny Explorer
6th-level Voyager Discipline feature
You have a way of finding what you are looking for when all hope seems lost. As an action you can use navigator's tools and expend one Fate Die to mimic the effects of *find traps*, *locate animals or plants*, or *locate object* for up to 1 hour.

When you reach 10th level in this class you learn to use navigator's tools to mimic the effects of *find the path*.

Fortuitous Observation
10th-level Voyager Discipline feature
Your sheer determination allows you to bend Fate for those around you. When another creature that can hear you misses with an attack roll, or fails an ability check or saving throw, you can use a reaction to expend a Fate Die, roll it, and add it to the creature's roll, possibly turning failure into success.

Master Voyager
15th-level Voyager Discipline feature
You can will success when the outcome seems impossible. When you or a creature you can see within 60 feet, makes an ability check or a saving throw, you can substitute the d20 roll with your Intelligence score. You must use this feature before you or the target rolls for the ability check or saving throw.

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

License

OPEN GAME License Version 1.0a The following text is the property of Wizards of the Coast, LLC. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, License, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, Spells, enchantments, personalities, teams, personas, likenesses and Special abilities; places, locations, environments, creatures, Equipment, magical or supernatural Abilities or Effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the OPEN Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to Identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or Conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive License with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original Creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a Challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE
Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, LLC.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

END OF LICENSE