

THE SCHOLAR

PHYSICIAN

Designed by Kyle Grant



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 1st

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
- a medical kit

Alternatively, you can purchase starting equipment with a starting wealth of 4d4 x 10 gp. A medical kit costs 50 gp.

The Scholar

Level	Proficiency Bonus	Features	Practica
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.

BONUS PROFICIENCIES

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

Additionally, at 1st level you gain proficiency with the Medicine skill and you can use your Intelligence modifier instead of your Wisdom modifier when making Medicine checks.

MEDICAL KIT

When you choose this pursuit at 1st level, you gain the ability to use a medical kit that enhances your Medicine checks and allows you to administer treatments to yourself and others.

Your medical kit allows you to administer treatments by spending treatment points, of which you have a number equal to two times your scholar level. You regain all expended treatment points when you finish a long rest. A full list of treatments can be found at the end of the pursuit description.

While you have your medical kit in hand, your proficiency bonus is doubled when you make a Medicine ability check.

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.

TAILORED TREATMENT

At 3rd level, you gain the ability to tailor your treatments to suit the circumstances at hand. You can only use one of the options below on a single treatment.

Double Dose. When you administer a treatment that has a duration of at least 1 minute, you can spend 2 treatment points to double its duration.

Methodical Administration. When you restore hit points with a treatment, you can spend 2 treatment points to reroll a number of the healing dice up to your Intelligence modifier (minimum of one). You must use the new rolls.

Preparation. You can prepare a treatment ahead of time that usually takes 1 action to administer. This requires one minute and 1 additional treatment point. You can administer a treatment prepared in this way as a bonus action instead of an action. Additional treatment points spent to increase the potency of the treatment must be spent during the preparation process. A prepared treatment loses its potency after 8 hours.

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.

BOUNDLESS INTELLECT

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

PREVENTATIVE MEDICINE

At 6th level, you gain the preventative medicine gambit. When an ally you can see fails a saving throw, you can use your reaction and expend an insight die to add it to your ally's saving throw, possibly turning it into a success.

The ally must be within 5 feet of you to gain this benefit, and you can move up to half your speed as part of your reaction to reach this distance.

If the saving throw was triggered by an area effect, and your movement takes you into the affected area, you suffer any effects as if you were in the area at the moment the saving throw was triggered.

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)

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.

IMPROVED KEEN INTELLECT

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

INFECTING SOLUTION

Starting at 13th level, you can spend 8 treatment points and use your medical kit to create a solution infected with a natural disease. The solution is clear, odorless, and flavorless and can be poured into a drink or on to food. Alternatively, it can be coated onto a weapon or piece of ammunition that deals piercing or slashing damage. In either case, the solution loses its potency after 1 hour. The solution is sufficient to infect one creature.

Once infected, either by ingestion or by taking damage from a coated weapon, a creature is afflicted with a nonmagical equivalent of the *contagion* spell. The save DC for resisting the effects of the solution is the same as your gambit save DC.

When you create the solution, you choose which disease it inflicts from the diseases listed in the *contagion* spell.

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.

DOUBLE SHIFT

At 18th level, once per day when you finish a short rest, you can recover a number of expended medicine points equal to half your scholar level.

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.

TREATMENTS

All treatments require you to have physical contact with the target, and to have your medical kit in hand. Your treatments are only effective on beasts and humanoids.

Antidotes, Tinctures, & Cold Water. As an action, you can spend 2 treatment points to end one disease or one

condition afflicting a creature. The condition can be blinded, deafened, paralyzed, or poisoned.

If you spend 8 treatment points and expend 100 gp worth of rare medicinal ingredients such as herbs, distilled chemicals, and plant extracts, you can instead reduce the target's exhaustion level by one, or end an effect on it that is causing it to be charmed or petrified, or has reduced one of the target's ability scores or hit point maximum.

Induce Catalepsy. You can spend one minute and 4 treatment points to administer drugs that put a willing target into a cataleptic state that is indistinguishable from death. This state lasts for one hour, or until you administer an antidote which you create while inducing the effect.

For the duration, the target appears dead to all outward inspection and to spells used to determine the target's status. The target is blinded and incapacitated, and its speed drops to 0. The target has resistance to all damage except psychic damage. If the target is diseased or poisoned when you administer the treatment, or becomes diseased or poisoned while under the treatment's effect, the disease and poison have no effect until treatment ends.

Painkillers. You can spend one minute and 3 treatment points to administer painkillers to up to 3 willing creatures. Each target's hit point maximum and current hit points increase by 5 for the next 8 hours. This treatment has no effect if the target is already under its effects, or under the effects of the Aid spell.

You can spend up to 6 additional treatment points when administering this treatment. For every two additional points spent, the current and maximum hit point increase granted by this treatment increases by a further 5.

Rest and Mend. Over a short rest, you can spend 2 treatment points to treat up to six creatures of your choice, including yourself. Each target regains hit points equal to 2d8 + your Intelligence modifier.

You can spend up to 3 additional treatment points when administering this treatment. For each additional point, the healing increases by 1d8.

Resuscitate. As an action, you can spend 5 treatment points and expend 300 gp worth of rare medicinal ingredients such as herbs, distilled chemicals, and plant extracts to revive a creature that has died within the last minute.

Stabilizing Concoction. As an action, you can spend 8 treatment points to administer a concoction to a willing creature that grants it a measure of protection from death for 8 hours.

The first time the target would drop to 0 hit points as a result of taking damage, the target instead drops to 1 hit point, and the treatment ends.

If the treatment is still in effect when the target is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the target, and the treatment ends.

Tend Wounds. You can spend 1 minute and 1 treatment point to treat the wounds of a willing creature. The creature regains a number of hit points equal to 1d10 + your Intelligence modifier.

You can spend up to 4 additional treatment points when administering this treatment. For each additional point, the healing increases by 1d10.

Triage. As an action, you can spend 1 treatment point to apply emergency medical treatment to a willing creature. It regains hit points equal to 1d6 + your Intelligence modifier.

You can spend up to 4 additional treatment points when administering this treatment. For each additional point, the healing increases by 1d6.

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.

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.

EXOTIC PHYSIOLOGY

Prerequisite: Physician pursuit

Choose one of the following types of creatures: celestials, dragons, elementals, fey, fiends, giants, monstrosities, or plants. Your treatments are effective on creatures of this type.

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, 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.

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.

PRACTICED PRACTITIONER

Prerequisite: 14th level, Physician pursuit

Choose one of the tailored treatment options. Using it costs 1 less treatment point for you. You can learn this practicum multiple times, choosing a different tailored treatment option each time.

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.

RAPID RESPONSE

Prerequisite: 5th level, Physician pursuit

You can take the Dash action as a bonus action on your turn. When you do, you do not provoke opportunity attacks for the rest of your turn, but the only action you can take is to administer a treatment.

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.

TOXICOLOGY

Prerequisite: 7th level, Physician pursuit

Your medical kit also functions as a poisoner's kit, and you are considered proficient in its use. You can spend 2 treatment points to create a caustic poison that can coat one slashing or piercing weapon or up to three pieces of ammunition. A creature hit by the poisoned weapon or ammunition must make a Constitution saving throw versus your gambit save DC or take 1d8 poison damage. Applying the poison takes an action, and once applied, the poison retains its potency for 1 minute before drying. Once prepared, the poison loses its potency after 8 hours if it is not applied.

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.

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.