

SAVANT: ADVANCED

Writing Jeremiah McCoy
Color Art Matthew Berger
Editing Mike Myler



Then there's the evidence of demonic incursions in the Duke's cellars. When his manservant was questioned we were told that the Duke had arrived at sundown yet all signs indicated that he died hours earlier. This would suggest a shapechanger or possibly an illusion, making the Duke's son—a known mage—a possible suspect. However when speaking with the servant I noticed something peculiar: his use of the local dialect is commensurate yet his accent and idioms suggest another region entirely. Far be it from me to judge someone based on their nationality, but the corresponding cultures to that flavor of speech are infamous for a kindness towards cults of the Abyssal Lords. Add into that the slight yellowing of his hand from the use of sulfur, his curious aversion to our cleric, and it became clear he was the infernalist. A mystery solved but not the last—for he is not the murderer!"

The tiny needle slid into the wizard's gut as the surgeon gently slapped his face. "What in the hells?!", cried the mage. "Why are you sticking a needle in me?"

"Because you were dead and I needed to reset your humors to bring you back," she replies with an unnerving calm.

"I was dead?" he asks, aghast.

"Yes." The surgeon answers, a bit frustrated. "Well, only temporarily."

Rubbing at his temples, the mage continues, "and you brought me back...from the dead?"

"A little, yes." She gestures behind her with one thumb. "Now try and keep up. The others are trying to kill that lich by themselves and it is **not** going well."

KNOWLEDGE OVER MAGIC

A wizard knows the right formulas, incantations, and positions to access mystical forces, sorcerers know how to pull the raw power of their blood, and clerics understand the will of their gods (and how to appeal to them for aid). The savant is also drawing power from knowledge but in a different way and while their “magic” is less showy, it is frighteningly effective in its application.

CREATING A SAVANT

The first decision when making a savant is deciding why they’ve chosen the intellectual arts over martial or magical disciplines. Were they singled out in their youth for being physically slight and had to rely on their cunning? Are they heir to a dynasty known for the sharpness of their fine minds? Have they been taught at all or did they become a savant by way of self-discovery?

Once you’ve determined your savant’s circumstances, you can choose their aptitude. Those who pursue the path of an Adversary understand force, the movement of bodies, how they react to certain pressures, and where to precisely apply that force. A Coordinator understands people in a way deeper than intuition could ever reveal, seeing thousands of subtle hints other might miss. Chirurgeons understand the body like few others, knowing comprehensively what different potions do, how to relieve pain, and how to cure the sick.

The core rules for this class appear with the Adversary aptitude in *EN5ider – Savant: Basic*.

CHIRURGEON

Knowledge of the body is often considered arcane—the odd relationship of natural humors, the importance of different organs to various functions, and even the correct use of herbs can seem like a magic. When clerics can use the power of gods to heal however it is not of enormous importance, yet still the study of the body calls to some people. These savants want an understanding of life beyond the positive effects spells can have, taking to wandering battlefields or back alleys in search of suffering to heal with nothing more than their hands and the right bits of knowledge. As a Chirurgeon your role is primarily that of

a healer, and though you have access to poisons and other forms of attack your abilities primarily focus on keeping your allies alive.

BONUS PROFICIENCIES

When you choose this aptitude at 1st level, you gain proficiency with Medicine and the poisoner’s kit.

KNOWLEDGE OF THE FORM

At 1st level, your knowledge of the body and its functioning eclipses that of most simple healers. Your proficiency bonus is doubled for all Wisdom (Medicine) checks. In addition, you can use Intelligence instead of Wisdom when making a check that uses Medicine.

CHIRURGY

At 2nd level, you have a small collection of tools and superior medical know-how you can use to tremendous effect. You gain a pool of 4d4 chirurgy dice. You can use an action to spend one or more chirurgy dice and heal a creature you touch with your tools. For each chirurgy die you spend, the creature regains hit points equal to 1d4 + your Intelligence modifier. When you spend a chirurgy die, it is unavailable until you finish a short or long rest.

Your chirurgy dice change when you reach certain levels in this class. The dice become 5d4 at 7th level, 6d4 at 10th level, 7d6 at 13th level, 8d6 at 16th level, and 9d6 at 19th level.

CHIRURGEON TRICKS

These tricks are only available to Chirurgeons.

Always With a Tonic. You can use a bonus action to activate this trick, administering a potion to an adjacent ally.

Exhausting the Body. When you hit a creature with a weapon attack, instead of dealing damage you can give the target one level of exhaustion for 1 minute. On a critical hit, the target gains two levels of exhaustion instead. You cannot use this trick to give a target exhaustion more than once between short rests.

Relief to the Suffering. You can use your action to activate this trick. If you do, one ally you can see can use their reaction to take the Disengage action and move up to their speed.

CHIRURGEON'S CARE

At 2nd level, you can optimize the effects of a short rest. You and any friendly creatures that take a short rest with you regain an additional amount of hit points equal to your proficiency bonus + your Intelligence modifier.

In addition, you can choose one creature taking a short or long rest with you. Using the right combination of herbs and pressure points, you remove a level of exhaustion from the target.

STUDY OF SUFFERING

At 6th level, you can identify maladies and rout them from a creature. Identifying a disease or poison requires a successful DC 15 Medicine (Wisdom) check (at the GM's discretion, more obscure maladies may have a higher DC). Once you know the disease or poison, if it isn't magical you can use a bonus action to give the afflicted creature a new saving throw to resist it. A creature can only benefit from Study of Suffering once per disease or poison.

SUPERIOR CHIRURGY

At 11th level, your chirurgy dice change to d6s instead of d4s.

EXPOSURE IMMUNITY

At 14th level, countless minor exposures to toxins of all kinds have made you immune to disease and poison. You can still be affected by magical poisons or diseases, such as lycanthropy or mummy rot.

In addition, you can use your reaction to apply poison to a weapon. You may choose to do so after hitting a creature but before damage is dealt.

RESUSCITATE

Also at 14th level, you can revive the dead if you reach them soon enough. You can spend an action touching a creature that has died within the last 2 minutes, making a DC 25 Wisdom (Medicine) check. On a success, the creature returns to life with 1 hit point. A creature can only benefit from Resuscitate once between long rests.

SUPERIOR PHYSICIAN

At 17th level, you can use a bonus action to touch a creature. The creature regains hit points equal to 1d8 + your Intelligence modifier.

UNCANNY IMMUNITY

Also at 17th level, you become immune to magical diseases and poisons.

COORDINATOR

Coordinators are exemplars of the notion that knowledge is power. They use their cunning to aid in many endeavors—sometimes by solving mysteries and other times more militantly as they help allies to find a foe's weaknesses. These savants are skilled experts who use their knowledge to guide people. While their talents might seem magical, Coordinators need no incantations to achieve the seemingly impossible. As a Coordinator you are best at supporting teammates, using your abilities to make your companions more effective. That's not all you do though, and between your superior deductive reasoning and broad base of knowledge you're quite a sleuth as well.

BONUS PROFICIENCIES

When you choose this aptitude at 1st level, you gain proficiency with Insight, Persuasion, and thieves' tools. In addition, you learn two languages.

EXPERTISE

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and a tool kit proficiency. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 7th level, you can choose two more of your proficiencies to gain this benefit.

INFORMED COORDINATOR

At 2nd level, you can use a bonus action to give an ally a bonus to their next d20 roll equal to your proficiency bonus. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain any expended uses when you finish a short or long rest.

COORDINATOR TRICKS

These tricks are only available to Coordinators.

Coordinating the Attack. When you hit a creature with a weapon attack, instead of dealing damage you reposition your target and leave it vulnerable. An ally within reach of the target can use their reaction to attack it with advantage, dealing 1d6 extra damage on a successful hit.

Precipitous Rescue. You can activate this trick as a reaction when an ally within 5 feet of you fails a saving throw. If you do so, the ally may reroll their saving throw but must use the new roll.

Prepared Partner. As a reaction when you are targeted by a spell or weapon attack, you can switch places with a willing ally that is adjacent to you. After you have switched places, the attack resolves normally (targeting the ally's AC and dealing damage to them if it hits).

LANGUAGES

At 6th level, you learn two languages. In addition, you gain advantage on ability checks made to decipher codes and hidden messages.

SUPERIOR DEDUCTION

Also at 6th level, you can spend 1 minute observing a creature to make a Wisdom (Perception) check against a DC equal to the target's CR + 5. On a success, the GM reveals up to three of the following pieces of information (or other relevant details at their discretion). If you succeed the check by 5 or more, you choose the categories instead.

- One part of the target's alignment (if it is chaotic, neutral, lawful, good, or evil)
- If the target is disguised
- If the target is armed
- If the target is under the effects of spell
- What language the target speaks
- If the target has a native terrain and the type of that terrain

COMBAT DEDUCTIONS

At 11th level, you can use a bonus action to quickly observe a creature and make an Intelligence (Investigation) check against a DC equal to CR + 5. On a success, the GM reveals up to three of the following

pieces of information. If you succeed the check by 5 or more, you choose the categories instead.

- Armor class
- Vulnerabilities
- Damage Resistances
- Damage Immunities
- Condition Immunities
- Whether the target has lair or legendary actions
- Weakest saving throw
- Highest ability score

LANGUAGES

Also at 11th level, you learn two languages. In addition, your skill and breadth of knowledge allows you to see the commonalities of all languages. By spending 10 minutes studying you can make a DC 15 Intelligence check to translate any script, even if you cannot recognize the language it is written in.

OBSERVATIONS IN DARKNESS

At 14th level, you do not have disadvantage when attacking invisible targets and creatures do not gain any benefit from cover against your attacks unless they have total cover.

INTELLECT OVER LUCK

At 17th level, you never have disadvantage. You still have to roll a die normally, and you can still have advantage on a check cancelled by an effect that applies disadvantage, but you cannot be forced to make a roll with disadvantage.



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