

SAVANT

As an savant, you have a unquenchable hunger for knowledge that draws you from places of higher learning to unlock the secrets of the universe with skills and lore acquired in pursuit of greater discovery. Most savants become influential figures in fields of academia, advisors to powerful rulers and organizations and or become aware of the most forbidden secrets. Anyone who has faced a savant know that their knowledge and expertise is exactly why they are dangerous.

DOMAINS

Bone and Codex

STARTING EVASION

10

STARTING HIT POINTS

5

CLASS ITEMS

An unfinished thesis you are hoping to finish, or a map leading to ruins of a forgotten civilization.

SAVANT'S HOPE FEATURE

Tutor: Spend 3 Hope to give an ally within Far range a experience you have. They can use this experience until the next rest, and it can be used twice without expending a hope.

CLASS FEATURE

Well Travelled

You have learned much in your travels. You gain an additional Experience.

Analysis Dice

At the beginning of each session, roll a number of d12s equal to your subclass's Spellcast trait and place them on your character sheet in the space provided. These are your Analysis dice. You can spend any number of Analysis Dice to replace the result of a Hope or Fear roll with the number rolled on the Analysis Dice to aid yourself or an ally within far range. You can spend a Analysis Dice to add your Spellcast trait on an action or reaction roll as a bonus to the result after the roll is made, or spend a Analysis Dice to do an Spellcast roll against an target within far range.

If you succeed, you can ask the GM a number of questions equal to your Spellcast trait such as;

- What is their motive?
- What is their weakness?
- What are we not seeing?
- What is the first thing we notice about them?

SAVANT SUBCLASSES

Choose either the Loremaster or Philosopher subclass.

LOREMASTER

You are an Loremaster, using esoteric lore and broad fields of study to aid your friends and face your foes.

■ SPELLCAST TRAIT

Knowledge

■ FOUNDATION FEATURES

Traveling Sage: At GM discretion, write down three fields of study. (Like titles of books such as the art of war, or scientific fields such as metallurgy). Before making an action roll that relates to one of these fields of study. You can roll a d20 as your hope die. This can be done once per rest.

■ SPECIALIZATION FEATURE

Learned Expertise: When you use the Traveling Sage feature, roll a d6. On a result of 4 or higher, you can use it again.

■ MASTERY FEATURE

Master Scholar: You can use "Traveling Sage" feature twice in each field of study. Additionally, When you are using one of youe fields of study, you have advantage on the roll and can expend a Hope to reroll your Hope Die.



PHILOSOPHER

You are an Loremaster, using esoteric lore and broad fields of study to aid your friends and face your foes.

■ SPELLCAST TRAIT

Knowledge

■ FOUNDATION FEATURES

Stoic: Gain an additional Stress slot.

Insightful Observation: When you use the “Tutor” feature, you gain an experience from the PC you’ve shared one of your experiences to until the next rest.

■ SPECIALIZATION FEATURE

Parable: Your stories always inspire and teach others to better themselves. Once per session, you can recite each parable once per long rest:

- **Inspirational Story:** You and all allies within Close range gain a Hope.
- **Cautionary Tale:** When an adversary Spends a fear within close range. You can as a reaction, make the GM spend an additional fear.

You can mark 2 Stress to use this ability again.

■ MASTERY FEATURE

Inspire the Masses: When you use the “Tutor” feature, you can give all allies within close range an experience instead of one PC. However, you can only choose to gain one experience from only one PC.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- Where did you study? And do you miss it?
- What questions keep you up at night?
- Why are you on the road?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- I was stuck on a question, how did you help me solve it?
- What did I promise to teach you?
- What do we disagree heavily on?





SAVANT

LOREMASTER

Foundation

SPELLCAST TRAIT: KNOWLEDGE

Traveling Sage: At GM discretion, write down three fields of study. (Like titles of books such as the art of war, or scientific fields such as metallurgy). Before making an action roll that relates to one of these fields of study, you can roll a d20 as your hope die. This can be done once per rest.

Daggerheart™ Compatible. Terms at Daggerheart.com



SAVANT

LOREMASTER

Specialization

SPELLCAST TRAIT: KNOWLEDGE

Learned Expertise: When you use the **Traveling Sage** feature, roll a d6. On a result of 4 or higher, you can use it again

Daggerheart™ Compatible. Terms at Daggerheart.com



SAVANT

LOREMASTER

Mastery

SPELLCAST TRAIT: KNOWLEDGE

Master Scholar: You can use "Traveling Sage" feature twice in each field of study. Additionally, When you are using one of your fields of study, you have advantage on the roll and can expend a Hope to reroll your Hope Die.

Daggerheart™ Compatible. Terms at Daggerheart.com



SAVANT

PHILOSOPHER

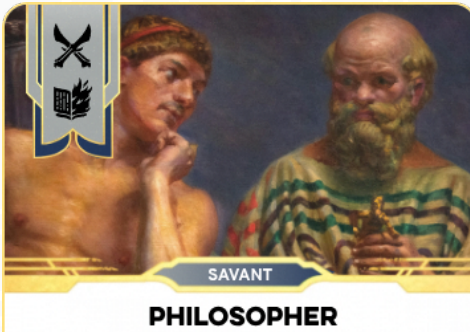
Foundation

SPELLCAST TRAIT: KNOWLEDGE

Stoic: Gain an additional Stress slot.

Insightful Observation: When you use the "Tutor" feature, you gain an experience from the PC you've shared one of your experiences to until the next rest.

Daggerheart™ Compatible. Terms at Daggerheart.com



SAVANT

PHILOSOPHER

Specialization

SPELLCAST TRAIT: KNOWLEDGE

Parable: Your stories always inspire and teach others to better themselves. Once per session, you can recite each parable once per long rest:

- **Inspirational Story:** You and all allies within Close range gain a Hope.
- **Cautionary Tale:** When an adversary Spends a fear within close range. You can as a reaction, make the GM spend an additional fear.

You can mark 2 Stress to use this ability again.

Daggerheart™ Compatible. Terms at Daggerheart.com



SAVANT

PHILOSOPHER

Mastery

SPELLCAST TRAIT: KNOWLEDGE

Inspire the Masses: When you use the "Tutor" feature, you can give all allies within close range an experience instead of one PC. However, you can only choose to gain one experience from only one PC.

Daggerheart™ Compatible. Terms at Daggerheart.com



[General Tip] Click on the Subclass Cards to see a larger image. You can print these for use at your table. If you want to make similar cards like these, visit the official Daggerheart Card Creator at <https://cardcreator.daggerheart.com/>

Template

Created by Sax ([Homebrewery/Reddit](#)) & PerfectlyCircularSeal ([Homebrewery/Reddit](#))

Class

Designed by Jordan Ellzey ([Youtube](#))/([Reddit](#)) Public Domain Art from: ([Unsplash](#))