

# ARTIFICER: STRATAGEM SPECIALIST

PARODY D&D HOMEBREW



ENDLESS TAVERNS

THE BATTLEFIELD IS OUR LABORATORY!



The **Stratagem Specialist** artificer harnesses the cutting-edge military technology of Super Earth, focusing on deploying powerful field tactics and orbital support to control the battlefield. These artificers are masters of preparation and adaptation, utilizing a mix of cunning inventions and direct support from above to outmaneuver their foes.

### SPECIALIST SPELLS (3RD LEVEL)

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Specialist Spells table. These spells count as artificer spells for you but don't count against the number of artificer spells you prepare.

#### Class Level Spells

3rd	<i>Cure Wounds, Shield</i>
5th	<i>Spiritual Weapon, Shatter</i>
9th	<i>Counterspell, Leonund's Tiny Hut</i>
13th	<i>Fabricate, Wall of Fire</i>
17th	<i>Telepathic Bond, Teleportation Circle</i>

### DEPLOYABLE STRATAGEMS (3RD LEVEL)

Starting at 3rd level, you gain the ability to prepare and deploy Stratagems, a bonus action tactical device that can turn the tide of battle. You prepare your Stratagems between long rests from the Stratagem List and they last until your next long rest. You can deploy a number of Stratagems equal to your half of your proficiency bonus rounded up.



### TOOL PROFICIENCY (3RD LEVEL)

When you adopt this specialization at 3rd level, you gain proficiency with woodcarver's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

### PREMIUM WARBONDS (5TH LEVEL)

At 5th level, your prestige and Super Earth's resources enhance your spells or Stratagem effects. When deploying a spell or Stratagem that deals damage, add bonus damage equal to your Intelligence modifier (minimum of +1). This bonus only applies to fire, thunder, poison, lightning, or force damage rolls.

### MAJOR LAZER (9TH LEVEL)

At 9th level, your mastery over orbital coordination allows you to call down a devastating orbital attack known as Major Lazer. Once per long rest, as an action, you can call down Major Lazer on a point within 60 feet. All creatures within a 30-foot radius must make a Dexterity saving throw against your artificer spell save DC. On a failed save, a creature takes  $2d6 \times$  your Intelligence modifier, taking half damage on a successful save. Allies that are verbally warned one round before the strike have advantage on this saving throw. You choose the damage; fire, thunder, poison, lightning, or force.

### MASTER STRATEGIST (15TH LEVEL)

At 15th level, your ability to rapidly deploy Stratagems reaches legendary bounds. Once per short rest, when you deploy a Stratagem, you can deploy a second Stratagem of your choice immediately. This Stratagem did not need to be prepared beforehand, and doesn't count against your Deployable Stratagems.

## STRATEGEM LIST

All Stratagems have a range of 30 feet. When it lands, any creature in its space takes 1d10 force damage and is pushed 5 feet in a direction determined by the DM. Warn your fellow Helldivers!

### SUPPLY DROP

Activate to summon a Supply Drop at the start of your next turn, granting temporary hit points equal to  $1d6 + \text{your Intelligence modifier}$  to all allies within 20 feet of the landing zone at the start of your next turn.

The bonus increases to  $2d6$  when you reach 10th level in this class.

### FOG OF WAR

Activate to summon a smoke cloud at the start of your next turn, creating a heavily obscured area in a 20-foot radius for 1 minute.

The radius increases to 40-feet when you reach 10th level in this class.

### ANTI-PERSONNEL MINE

Activate to summon a mine at the start of your next turn, covering a 15-foot radius, and dealing  $2d6$  force damage when triggered by a creature within range. This mine has 1 hit point and lasts for 1 hour.

The damage increases to  $4d6$  when you reach 10th level in this class.

### AIRSTRIKE AUTHORIZATION

Activate to call in an airstrike at the start of your next turn, targeting a 30-foot line, 10 feet wide. Each creature in the line takes 1d4.

The damage increases to  $3d4$  damage and you can change the damage type to fire or lightning instead of force when you reach 10th level in this class.

### LITTLE GIRL SENTRY

Activate to summon a sentry turret at the start of your next turn, targeting a random enemy (DMs choice) and firing in straight line up to 60 feet at the end of each of your turns. The first creature within range takes 1d4 force damage. This sentry has 1 hit point and lasts for 1 minute.

### GUARD DOG ROVER

**Prerequisite:** 10th Level Artificer

Activate to summon a drone next turn, granting  $+2 AC$  to allies in 15 feet. At the end of your turn, it will fire at a random enemy within 15 feet, dealing  $1d4$  force damage. The Guard Dog Rover last 1 minute and can be moved up to 15 feet as a bonus action.

### BIG BOY SENTRY

**Prerequisite:** 10th Level Artificer

Activate to summon a mortar sentry at the start of your next turn, targeting a random enemy (DMs choice) within 100 feet and dealing  $2d6$  thunder damage to all creatures within a 15-foot radius. This sentry has 1 hit point and lasts for 1 minute.

