



THE MACHINIST

 HOMEBREW

A conversion of FFXIV's Machinist job
for the world's greatest roleplaying game.

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DISCLAIMER

When referring to firearms, this class refers to the renaissance firearms presented on page 266 of the Dungeon Master's Guide. This class has not and will not be balanced around modern or futuristic firearms. Always consult your DM before using any homebrew content.

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MACHINIST

As a fierce dragon bears down on the rifle-wielding Hyur, she smirks to herself. Pulling out an elaborate device, she fires a harpoon through the sky, striking true and piercing the beast's hide. As the dragon plummets, tangled in unbreakable chains, the Hyur smiles again, and raises her weapon once more.

A Roegadyn hurls a grenade backwards as he dives away from the magitek vanguard. A moment later, an explosion rips through the Garlean soldiers, sending them to the floor. With a sinister glint in his eye, he turns back and unleashes his most powerful invention, blasting a gale of flame over the battlefield.

A Miqo'te sits tinkering with a strange automaton, his eyes wide and mad. He roars with triumph and stands, hurling the autoturret into the air, as it begins to unleash hell on the encroaching Gnath horde.

With powerful firearms and ingenious technology, machinist are warriors on the forefront of innovation. From the icy spires of Ishgard, to the glittering shores of La Noscea, machinists wield mechanical marvels to decimate their foes.

INNOVATIVE TECHNOLOGIES

Machinist wield only the most cutting edge of technology, constantly inventing, refining and designing new weapons and gadgets to fight their foes. Machinists specialise in using firearms to keep their foes at bay from a distance, and can even use the heat that builds up in their weapons as a weapon itself.

ISHGARD'S SECRET WEAPON

Hailing from Ishgard's Skysteel Manufactory, machinists were, at first, a new weapon in Ishgard's war against the Dravanians. With their ingenuity, cannons and ballistas began to adorn the walls of the city, built to wreak havoc and tear dragons from the sky. However, in this new age of peace, where the Dragonsong War has ended and Ishgard looks to rebuild, the machinists have spread their teachings and technology across Eorzea and beyond.



MULTICLASSING AND THE MACHINIST

If your group uses the optional rule on multiclassing in the *Player's Handbook*, here's what you need to know if you choose machinist as one of your classes.

Ability Score Minimum: As a multiclass character, you must have at least a Dexterity score and Intelligence score of 13 to take a level in this class, or to take a level in another class if you are already a machinist.

Proficiencies Gained: If machinist isn't your initial class, here are the proficiencies you gain when you take your first level as a machinist: Light armor, simple weapons, firearms, tinker's tools.

CREATING A MACHINIST

When creating a machinist character, think about the nature of your machinist training and inventions. Did you learn from a wise veteran of the Dragonsong war? Are you a member of a guild that recently got their hands on machinist technologies? Or perhaps your character is merely an incredibly curious and inventive prodigy?

Whatever the case, consider how you might put a unique spin on your inventions and gadgets. Are they experimental military devices in need of testing? Are they ancient and strange Allagan relics? Did you build each one yourself, or perhaps inherit some from a parent or mentor figure?

Additionally, you should think about what led you to a life of adventure. Are you field-testing your latest inventions? Are you searching for a unique and valuable metal to create your magnum opus? Or do you just really want to blow things up?

QUICK BUILD

You can make a machinist quickly by following these suggestions. First, make Dexterity your highest ability score, followed by Intelligence. Second, choose the guild artisan background.

CLASS FEATURES

As a machinist, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per machinist level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per machinist level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, blowguns, hand crossbows, heavy crossbows, firearms

Tools: Tinker's tools, one type of artisan's tools of your choice

Saving Throws: Dexterity, Intelligence

Skills: Choose two from Arcana, Deception, History, Insight, Investigation, Perception, Sleight of Hand, Stealth

THE MACHINIST

Level	Proficiency Bonus	Features	Battery Points	Gadgets Known
1st	+2	Heat Gauge, Battery, Technical Support	25	—
2nd	+2	Combat Roll, Gadgets	30	2
3rd	+2	Machinist Industry	35	3
4th	+2	Ability Score Improvement	40	3
5th	+3	Hypercharge, Heat Gauge (d8)	45	4
6th	+3	Tool Expertise, Combat Roll Improvement	50	4
7th	+3	Machinist Industry Feature	55	4
8th	+3	Ability Score Improvement	60	4
9th	+4	Hypercharge	65	4
10th	+4	Heat Gauge (d8)	70	5
11th	+4	Machinist Industry Feature	75	5
12th	+4	Ability Score Improvement	80	5
13th	+5	Sharpened Mind	85	5
14th	+5	Machinist Industry Feature	90	5
15th	+5	Heat Gauge (d12)	95	6
16th	+5	Ability Score Improvement	100	6
17th	+6	Reassemble	105	6
18th	+6	Rapid Recharge	110	6
19th	+6	Ability Score Improvement	115	6
20th	+6	Master Machinist	120	7

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a pistol and 20 bullets or (b) a musket and 20 bullets
- (a) a hand crossbow and 20 bolts or (b) any simple weapon
- (a) an dungeoneer's pack or (b) an explorer's pack
- leather armor, a pistol and a set of tinker's tools.

HEAT GAUGE

At 1st level, you learn how to wield the heat generated by your weapons as a weapon itself. After you make a weapon attack using a firearm, you gain a heat dice, which is a d6. You can store a maximum number of heat dice equal to your Intelligence modifier (minimum of 1), and you lose all stored heat dice if you go one minute without gaining one.

Once per turn, when you hit a creature with a ranged attack using a firearm, you can choose to spend any number of stored heat dice. Roll the spent dice and add them together. The creature takes additional fire damage equal to the total.

Your heat dice change when you reach certain levels in this class. The dice become d8s at 5th level, d10s at 10th level, and d12s at 15th level.

BATTERY

Also at 1st level, you have created a powerful aether battery capable of drawing in and storing aetheric charge. The battery can store up to 20 battery points, and regains all expended points after finishing a long rest. Your maximum number of battery points increases as you gain levels in this class, as shown in the Battery Points column of the Machinist table.

When you make a weapon attack with a firearm using non-magical ammunition, you can spend 1 battery point to make the attack without consuming ammunition.

You learn more ways of using your battery as you gain levels in this class.

TECHNICAL SUPPORT

Finally, at 1st level you are an expert with mechanical systems and devices. You have advantage on rolls made to discern how a mechanical system or piece of technology functions.

Additionally, you can use tinker's tools to disarm mechanical traps.

COMBAT ROLL

At 2nd level, you learn how to deftly avoid your foes. As a bonus action, you can move 5 feet without provoking attacks of opportunity. Starting at 7th level, the distance you can move increases to 10 feet.

GADGETS

In your time spent inventing, you have discovered how to create and wield a variety of powerful gadgets. Gadgets are powerful, unique devices that give you access to an arsenal of different weapons, tools and abilities.

At 2nd level, you gain two gadgets of your choice, which are detailed at the end of this document. When you gain certain machinist levels, you gain additional gadgets of your choice, as shown in the Gadgets Known column of the Machinist table. At 3rd level, your choice of Machinist Industry gives you an additional gadget, which doesn't count against the number of gadgets you know.

Additionally, when you gain a level in this class, you can choose one of the gadgets you know and replace it with another gadget that you could learn at that level. A level prerequisite in a gadget refers to machinist level, not character level.

Whenever you take an action to use or activate a gadget, you gain 2 heat dice.

Some of your gadgets require your target to make a saving throw to resist the feature's effects. Other gadgets

require an attack roll to determine whether the gadget hits the intended target. Your gadget save DC and gadget attack modifier are calculated as follows:

Gadget save DC = 8 + your proficiency bonus + your Intelligence modifier

Gadget attack modifier = your proficiency bonus + your Intelligence modifier.

MACHINIST INDUSTRY

At 3rd level, you choose an industry in which to focus your invention and innovation. Choose from the Marksman, Demolition, Automaton, Commander or Construction industries. The industry you choose grants you features at 3rd level, and again at 7th, 11th and 14th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 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.

HYPERCHARGE

Beginning at 5th level, you gain two heat dice when you make a weapon attack using a firearm.

TOOL EXPERTISE

At 6th level, your proficiency bonus is now doubled for any ability check you make that uses your proficiency with a tool.

OVERDRIVE

Starting at 9th level, you can spend 10 battery points as a bonus action to double the number of heat die you have stored.

SHARPENED MIND

Starting at 13th level, your vast intellect has sharpened your mind. You gain a bonus to Wisdom and Charisma checks equal to your Intelligence modifier.

REASSEMBLE

At 17th level, you learn how to quickly reconfigure your firearms to maximise efficiency. As a bonus action, you can cause the next attack you make with a firearm a critical hit. Once you use this feature, you can't use it again until you finish a long rest, unless you spend 30 battery points to use it again.

RAPID RECHARGE

At 18th level, you make modifications to your aether battery to improve efficiency. When you finish a short rest, you regain 30 battery points.

MASTER MACHINIST

By 20th level, you have perfected the technology you wield in battle. Whenever you deal damage to a creature using a gadget or heat die, you deal additional damage equal to your Intelligence modifier.

MACHINIST INDUSTRIES

A machinist has a choice of many industries in which to focus their research and development. Each one grants a machinist access to unique and specialised weaponry and skills to fulfill a different role on the battlefield. An industry may have a headquarters in some corner of the world, or be associated with a particular artisan's guild, with their research and technology providing invaluable aid for even those who aren't on the battlefield.

MARKSMAN INDUSTRY

The marksman industry is a convocation of machinist that focus their research into developing their firearm technology and skills. These machinist excel in targeting vital areas to cripple their foes and controlling the battlefield through an unparalleled skill with firearms. To them, the most important and reliable piece of technology they have is the humble weapon in their hands.

GRAZE SCOPE

At 3rd level, you have designed a new gadget, the graze scope. When you make a ranged attack using a firearm or gadget, you can spend 10 battery points as a bonus action to activate the scope. When you activate the scope, you gain a +2 bonus to the attack roll, and if the attack hits, you can choose one of the following effects to inflict on the target:

Head. The creature must make a Constitution saving throw against your Gadget save DC, or be blinded until the end of your next turn.

Legs. The creature must make a Dexterity saving throw against your Gadget save DC, or be knocked prone.

Arms. The creature must make a Strength saving throw against your Gadget save DC, or be forced to drop one item of your choice that it's holding.

When you use this gadget, you gain a heat die. Additionally, if you know the *Barrel Stabilizer* or *Silencer* gadgets, you can activate them as part of the same bonus action to activate the Graze Scope.

KEEN EYE

Also at 3rd level, you gain proficiency in the Perception skill. Additionally, you can use a bonus action to make a Wisdom (Perception) check to spot a hidden creature.

SUPPRESSIVE FIRE

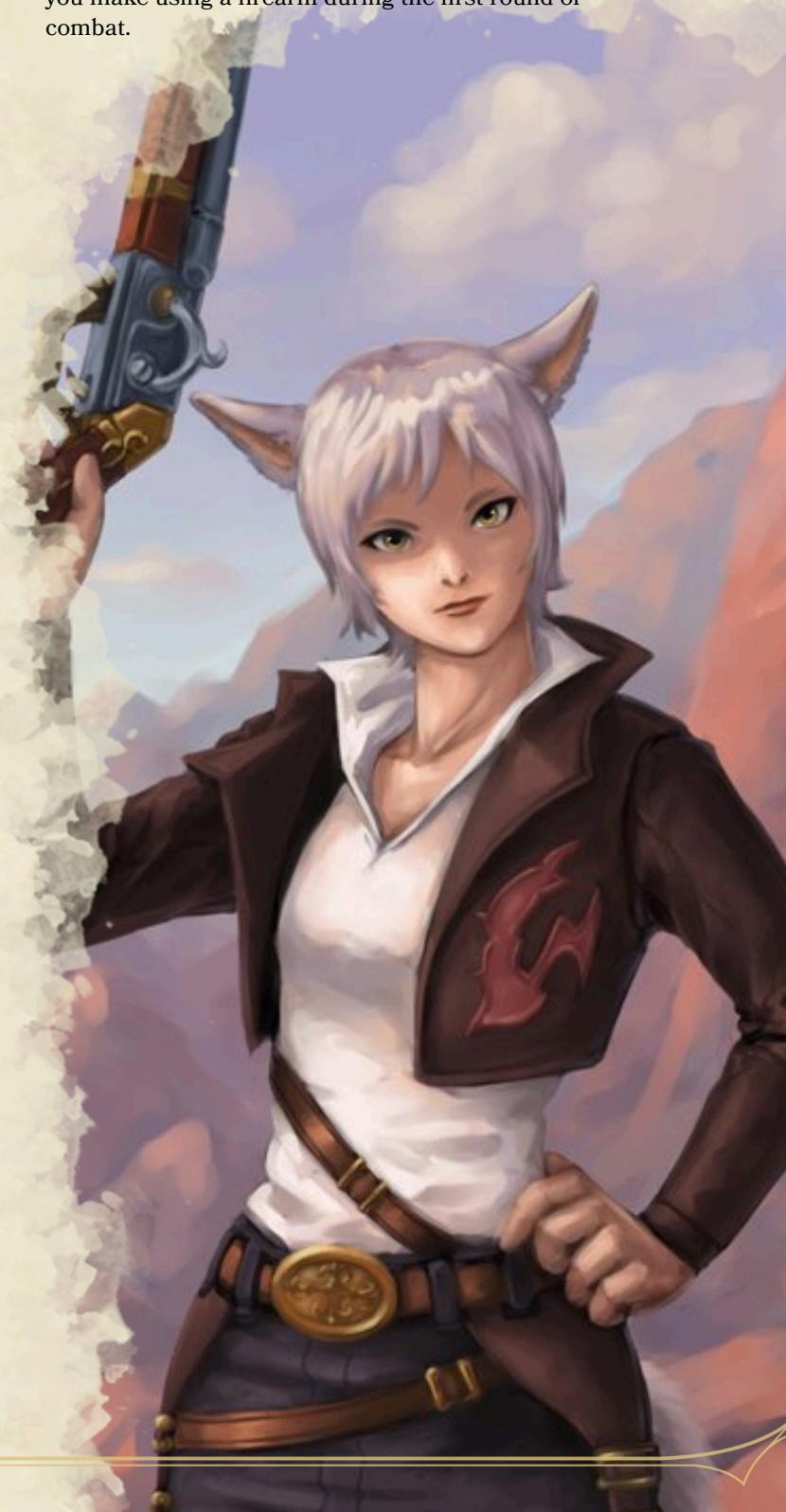
By 7th level, you've learned how to keep your foes at bay. When a creature you can see moves more than 5 feet while within the normal range of a firearm you are holding, you can use your reaction to make a weapon attack against it using the firearm.

MARKSMAN'S SPITE

Starting at 11th level, ranged weapon attacks you make against a creature suffering from the blinded, charmed, frightened, grappled, restrained or stunned conditions can never have disadvantage. Additionally, when you hit a creature with a ranged weapon attack and the attack roll beats the target's AC by 5 or more, the attack deals an additional 1d10 damage.

QUICK DRAW

By 14th level, your reactions have become more honed than most. You have advantage on initiative rolls. Additionally, you have advantage on all weapon attacks you make using a firearm during the first round of combat.





DEMOLITION INDUSTRY

Machinists of the demolition industry develop powerful explosives to compliment their firearms. They decimate creatures and structures alike, their bombs and grenades blowing holes in the defences of their enemies. Many machinists that focus in this industry revel in the destruction and carnage they create.

ELEMENTAL GRENADES

At 3rd level, you have designed a new gadget, the elemental grenade. As an action, you can spend 10 battery points to hurl a grenade at a point you can see within 30 feet. The grenade then explodes, forcing each creature in a 10-foot-radius sphere centered on that point to make a Dexterity saving throw against your Gadget save DC. A target takes 2d6 damage on a failed save, or half as much on a successful one. The damage type is your choice of acid, cold, fire, lightning or thunder.

When you use this gadget, you gain two heat dice.

DEMOLISHER

Also at 3rd level, you become capable of easily destroying and dismantling objects. You deal double damage to structures and objects using and gadgets.

Additionally, you can disarm and dismantle mechanical traps and objects in half the time it would normally take.

CAUTERIZED

By 7th level, you have become so accustomed to working with explosives, you become resistant to their effects. You have resistance to fire damage. Additionally, you are immune to the effects of your own grenades.

GREATER GRENADES

At 11th level, you augment your grenades to become even more powerful. The damage of your elemental grenades increases to 3d6, and when your elemental grenade explodes, it creates a different effect depending on the damage type you choose for the grenade.

Acid. The grenade splatters acid on any creature caught in the explosion. Any creature that fails its saving throw takes half as much damage again at the end of its next turn.

Cold. Any creature that fails its saving throw has its speed reduced by 15 feet until the end of its next turn.

Fire. The grenade leaves a pool of burning pitch in a 10 foot radius centered on the point the grenade was thrown to. Until the start of your next turn, any creature that moves through the area takes 2d6 fire damage.

Lightning. Any creature that fails its saving throw can't take reactions until the end of its next turn.

Thunder. Any creature that takes damage from the grenade is deafened until the end of its next turn, and any creature that fails its saving throw is pushed back 10 feet.

Additionally, the number of heat dice you gain when you use a grenade increases to three.

KABOOM!

By 14th level, you have perfected your explosives. The radius of your grenades increases to 20 feet, and you can throw them up to 60 feet. Additionally, the damage of your grenades increases to 5d6.

Finally, when you use a grenade, you can choose to deal maximum damage with that grenade. Once you use this feature, you can't use it again until you finish a long rest.

AUTOMATON INDUSTRY

Among machinists, there are few that can come close to the level of skill and ingenuity needed to join the automaton industry. Mysterious and selective with those they welcome into their ranks, these machinists build and deploy a powerful automaton to aid them on the battlefield. Fighting in tandem with their creation, they become a force to be reckoned with.

AUTOMATON QUEEN

At 3rd level, you have designed a new gadget, the automaton queen. You can spend 20 battery points as an action to deploy and activate the automaton queen, which lasts for 1 hour, until it is reduced to 0 hit points or dismissed as an action. When you deploy the automaton, you gain two heat dice.

You can only have one automaton queen at a time and can't activate a new one while your automaton is present. If the *mending* spell is cast on the automaton, it regains 2d6 hit points.

The automaton is friendly to you and your companions, and it obeys your commands. See its game statistics in the Automaton Queen stat block, which uses your proficiency bonus (PB) in several places. You determine the automaton's appearance.

In combat, the automaton shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the automaton can take any action of its choice, not just Dodge.

QUICK REPAIRS

Also at 3rd level, you become able to use your aether battery to repair your automaton as well as small objects. You can spend 5 battery points to cast the *mending* cantrip as an action.

AUTOMATON ARSENAL

Starting at 7th level, you augment your automaton to be able to wield the same arsenal of gadgets as you. When you use a gadget, your automaton can deliver the effect as if it had used the gadget. Your automaton must be within 100 feet of you, and it must use its reaction to deliver the effect when you use it. If the gadget requires an attack roll, you use your gadget attack modifier for the roll.

Additionally, your automaton's weapon attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

MECHANICAL FURY

Starting at 11th level, when you command your automaton queen to take the Attack action, the automaton can make two attacks.

EMERGENCY BARRIER

At 14th level, you develop a powerful defensive device for both yourself and your automaton. When you or your automaton takes damage, you can use your reaction to cause both you and your automaton to gain 5d10 temporary hit points.

Once you use this feature, you can't do so again until you finish a long rest.

AUTOMATON QUEEN

Medium construct

Armor Class 14 + PB (natural armor)

Hit Points 5 + five times your machinist level (the automaton has a number of Hit Dice [d8s] equal to your machinist level)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	4 (-3)	10 (+0)	6 (-2)

Saving Throws Str +3 plus PB, Con +2 plus PB

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages you speak

Challenge —

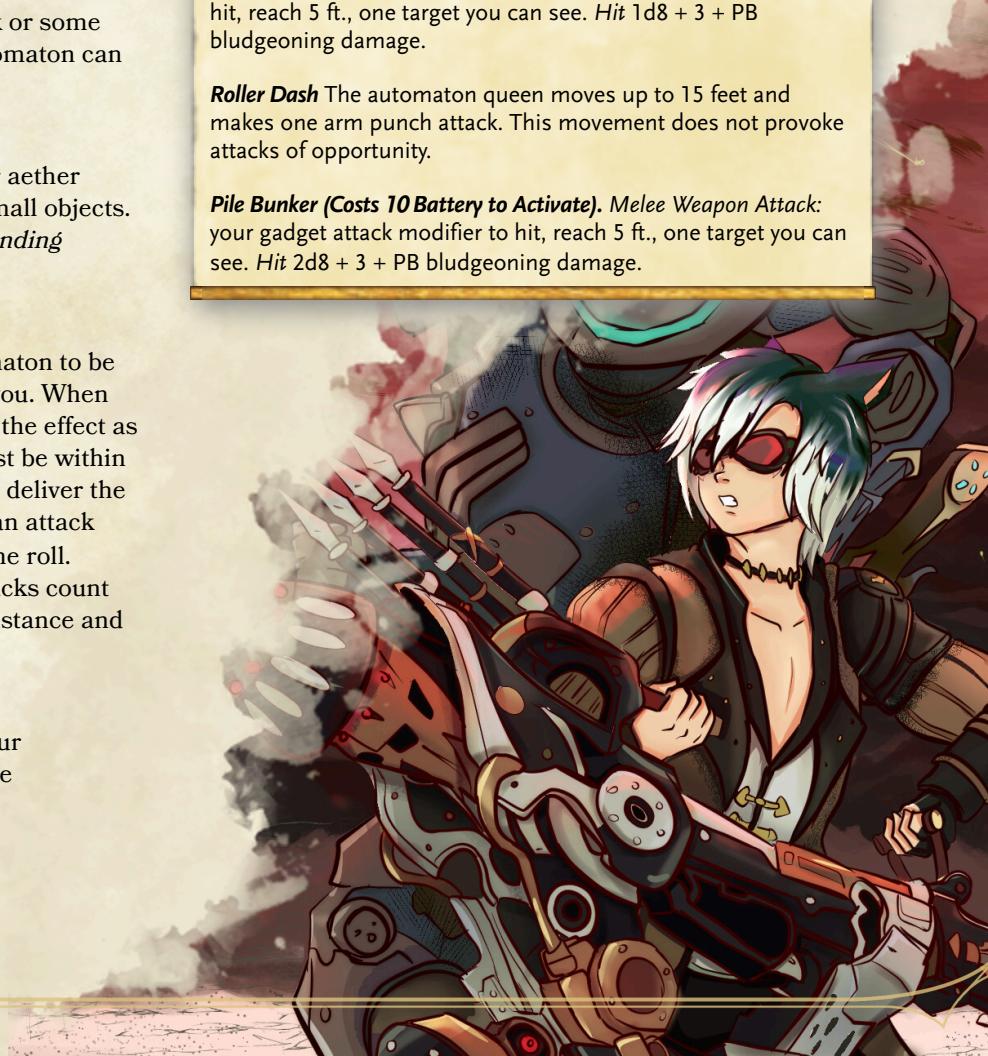
Proficiency Bonus equals your bonus

Guardian The automaton queen has advantage on opportunity attacks.

Arm Punch *Melee Weapon Attack:* your gadget attack modifier to hit, reach 5 ft., one target you can see. *Hit* 1d8 + 3 + PB bludgeoning damage.

Roller Dash The automaton queen moves up to 15 feet and makes one arm punch attack. This movement does not provoke attacks of opportunity.

Pile Bunker (Costs 10 Battery to Activate). *Melee Weapon Attack:* your gadget attack modifier to hit, reach 5 ft., one target you can see. *Hit* 2d8 + 3 + PB bludgeoning damage.



COMMANDER INDUSTRY

The commander industry is a collection of leaders and strategists. Machinists of this discipline hone their mind and command their allies, learning the strengths and weaknesses of friend and foe alike to create vast, complex plans and ensure the best outcome of a battle.

TACTICAL RADIO

At 3rd level, you have developed a new gadget, the tactical radio. During a short or long rest, you can outfit yourself and your companions each with a tactical radio. A creature outfitted with a tactical radio can use a bonus action to communicate with another creature outfitted with a tactical radio over a distance of up to 1 mile. Creatures outfitted with a tactical radio are able to hear you up to a distance of 1 mile, unless deafened.

As an action, you can spend 15 battery points to activate the radio and command your allies. Creatures of your choice that can hear you gain one of the following benefits of your choice:

- The creature gains temporary hit points equal to $1d8 + \text{your Intelligence modifier}$ for 1 minute.
- The creature's movement speed is increased by a number of feet equal to 5 times your Intelligence modifier until the end of your next turn.
- The creature gains a bonus to the next ability check they make equal to your Intelligence modifier.

Whenever a creature gains one of these benefits, it can immediately use its reaction to move up to half its speed, without provoking opportunity attacks.

When you activate the radio, you gain a heat die.

LEADER'S INTUITION

Also at 3rd level, you gain a sense on how to best read, lead or manipulate people. You gain proficiency in one of the following skills of your choice: Insight, Persuasion or Intimidation.

ANALYSIS

By 7th level, you have honed a technique for analysing your foes. As a bonus action, you can study a creature you can see within 60 feet of you. When you do so, the DM tells you one of the following characteristics of your choice:

- The creature's damage resistances, if any.
- The creature's damage immunities, if any.
- The creature's damage vulnerabilities, if any.
- The creature's saving throw with the highest bonus.
- The creature's saving throw with the lowest bonus.

ADVANCED TACTICS

At 11th level, you learn new ways to command your allies. The following benefits are added to the list of benefits you can give using your Tactical Radio feature.

- The creature can use its reaction to make one weapon attack or cast a cantrip.
- The creature gains a bonus to the next saving throw it makes equal to your Intelligence modifier.

PRESENCE OF COURAGE

From 14th level, your commanding presence instills courage in yourself and your allies. You are immune to the charmed and frightened conditions, friendly creatures that can see or hear you have advantage on saving throws against the charmed and frightened conditions.

Additionally, whenever a friendly creature starts its turn within 5 feet of you, it gains temporary hit points equal to your Intelligence modifier.



CONSTRUCTION INDUSTRY

After the Dragonsong War, Ishgard looked to rebuild. The Skysteel Manufactory, which had once built tools of war and devastation, immediately lended its aid to rebuild the city state. The advances these machinists made during this time led to the invention of machinery to improve one's physical strength and rapidly construct defensive positions.

MECHANICAL WALL

At 3rd level, you have designed a new gadget, the mechanical wall. As a bonus action, you can spend 10 battery points to place down a mechanical wall in a space within 5 feet of you. When placed, the device instantly builds into a 5-foot long, 3-feet high wall that grants half-cover to any creature standing behind it. The wall counts as a medium object with 19 AC and 30 hit points. The wall lasts for 1 minute, or until you use a bonus action to dismantle it if you are within 5 feet of it. You can have up to two mechanical walls at a time, and can't activate a new one while you already have two present.

When you place a mechanical wall, you gain a heat die.

CONSTRUCTION ARMOR

Also at 3rd level, you develop a suit, worn over your armor, that enhances your physical strength. You gain the following benefits:

- Your carrying capacity is doubled.
- Your jump height and distance are doubled.
- Your unarmed strikes deal damage equal to $1d4 +$ your Strength modifier
- You can use your Intelligence in place of Strength whenever you make an Athletics check.

IMMOVABLE

When you reach 7th level, you make improvements to your construction armor. You have advantage on saving throws against being forcibly moved or knocked prone. Additionally, when you hit a creature with an unarmed strike, you can push the creature up to 10 feet away.

AMPED COVER

Starting at 11th level, you improve your mechanical walls. When you make a ranged weapon attack from behind your mechanical wall, the attack deals an additional $1d6$ lightning damage.

MECHANICAL FORTRESS

At 14th level, you make further improvements to your mechanical walls, allowing them to protect you even against more accurate foes. You gain the following benefits:

- The AC of your walls increases to 20, and the HP increases to 50.
- The number of walls you can have active at once increases to three.

- When you take damage while your mechanical wall is granting you cover, you can use your reaction cause the wall to take that damage, instead of you taking it. This feature doesn't transfer any other effects that might accompany the damage, and this damage can't be reduced in any way.

GADGETS

If a gadget has prerequisites, you must meet them to learn it. You can learn the gadget at the same time you meet its prerequisites. The gadgets are presented in alphabetical order.

AIR ANCHOR

You have developed a harpoon capable of grounding airborne targets. As an action, you can spend 10 battery points to fire the air anchor at a target you can see within 90 feet of you. Make a ranged gadget attack. On a hit, the target takes $2d8$ piercing damage, and its flying speed (if any) is reduced to 0 feet until the end of your next turn.

When you use this gadget, you gain two heat dice.

ARMED EXPLOSIVE

Prerequisite: 5th level

You have created a small but powerful explosive device. As an action, you can spend 15 battery points to place the explosive in an unoccupied space within 5 feet of you. When you do so, the explosive buries itself into the ground and becomes hidden. Another creature can spot the explosive with a successful Wisdom (Perception) check against your gadget save DC. The explosive persists for 8 hours before it runs out of charge and becomes nonfunctional.

When a creature steps into the explosive's space, it detonates. You can also detonate the explosive manually using a bonus action. When the explosive detonates, all creatures within 5 feet of the explosive must make a Dexterity saving throw, taking $4d6$ fire damage on a failed save, or half as much on a successful one.

When the explosive detonates, you gain a heat die.

AUTO CROSSBOW

You have created a powerful automatic crossbow that can deal damage over a wide area. As an action, you can spend 10 battery points to unleash the auto crossbow. Creatures in a 30-foot cone before you must make a Dexterity saving throw, taking $2d6$ piercing damage on a failed save, or half as much on a successful one.

When you use this gadget, you gain two heat dice.

BARREL STABILIZER

You have designed a barrel stabilizer for use with your firearms. As a bonus action, you can spend 5 battery points to attach the stabilizer to a firearm you are holding. The next weapon attack you make using the firearm before the end of your turn ignores disadvantage caused by a hostile creature standing within 5 feet of you.

When you use this gadget, you gain a heat die.

BIOBLASTER

Prerequisite: 7th level

You have created a potent chemical spewing weapon, the bioblaster. As an action, you can spend 15 battery points to unleash the bioblaster in a 30-foot cone in front of you. Each creature in that area must make a Constitution saving throw. On a failed save, a creature takes 2d6 poison damage and is poisoned. On a successful save, a creature takes half as much damage and isn't poisoned.

When you use this gadget, you gain two heat dice.

BISHOP AUTOTURRET

Prerequisite: 11th level

You have designed a small autonomous turret to fight beside you. As an action, you can spend 15 battery points to place the turret in an unoccupied space within 5 feet of you. The turret counts as a small object with AC 15 and 20 hit points. The turret persists until the end of your next turn, at which point it powers off and must be placed again. When you start your turn, you can spend 5 battery points to extend the turret's duration until the end of your next turn. When you place the turret, and again at the start of each of your turns while the turret persists, the turret grants the nearest allied creature within 60 feet of it 2d6 temporary hit points.

When you activate this gadget, you gain two heat dice.

BLANK SHOT

You have created a specialised weapon for pushing back your enemies. As an action, you can spend 5 battery points to fire the weapon. One creature of your choice within 5 feet of you must make a Strength saving throw. On a failed save, the creature is pushed back up to 15 feet and knocked prone. On a successful save, a creature is pushed back 5 feet and isn't knocked prone.

When you use this gadget, you gain a heat die.

CHAIN SAW

You have designed a potent weapon capable of launching saw blades at high speed. As an action, you can spend 10 battery points to unleash the chain saw. Creatures in a line 5-feet wide and 30-feet long before you must make a Dexterity saving throw, taking 2d8 slashing damage on a failed save, or half as much on a successful one.

When you use this gadget, you gain two heat dice.

CLOAKING DEVICE

Prerequisite: 11th level

You have designed a specialised device capable of rendering anything invisible. As an action, you can spend 20 battery points to activate the cloaking device. You and creatures of your choice within 5 feet of you become invisible for up to 1 minute. The effect ends early if you or any other creature affected by this gadget move, attack, cast a spell, or use any feature that forces another creature to make a saving throw.

When you activate this gadget, you gain two heat dice.

COILGUN

Prerequisite: 11th level

You have designed a potent weapon capable of firing metal rods at high speeds. As an action on your turn, you can spend 15 battery points to fire the coilgun at a creature or object you can see within 60 feet of you. Make a ranged gadget attack. On a hit, the target takes 6d4 piercing damage. On a miss, the target takes half as much damage.

When you use this gadget, you gain two heat dice.

DARKVISION GOGGLES

You have designed a set of specialised goggles to see in the dark. As a bonus action, you can spend 5 battery points to activate the goggles for 1 hour. While active, the goggles grant you darkvision out to 120 feet.

When you use this gadget, you gain a heat die.

DEBLILITATOR

Prerequisite: 11th level

You have created a powerful device that can cripple your foes. As an action, you can spend 20 battery points to activate the debilitator and target a creature you can see within 60 feet. Choose from acid, cold, fire, lightning, or thunder damage. The target must make a Constitution saving throw. On a failed save, the creature becomes debilitated for 1 minute. When a debilitated creature takes damage of the chosen type, it takes an additional 2d6 damage of the chosen type.

When you use this gadget, you gain two heat dice.

DEFIBRILLATOR

You have designed a device capable of pulling a creature back from the brink of death. As an action, you can spend 10 battery points and touch a creature that has 0 hit points. The creature immediately becomes stable and regains 1 hit point.

When you use this gadget, you gain a heat die.

DISMANTLE

Prerequisite: 15th level

You have designed a powerful mechanism that can destroy your foes defences. As an action, you can spend 20 battery points to activate the machine and target a creature you can see within 60 feet. The creature must make a Constitution saving throw. On a failed save, the creature's Armor Class is reduced by 2 for 1 minute.

When you use this gadget, you gain two heat dice.

DRILL

Prerequisite: 5th level

You have created a potent weapon that can fire drills at your foes. As an action, you can spend 10 battery points to fire the weapon. Make a ranged gadget attack against a creature or object you can see within 30 feet. This attack scores a critical hit on a roll of 19 or 20 on the d20. On a hit, the target takes 2d6 piercing damage, or 2d10 piercing damage if the attack was a critical hit.

When you use this gadget, you gain two heat dice.

FLAMETHROWER

Prerequisite: 11th level

You have created a powerful device capable of spewing flames at your foes. As an action, you can spend 20 battery points to unleash the flamethrower and blast a gale of flame in a 60-foot cone in front of you. Each creature caught in the area must make a Dexterity saving throw, taking $4d6$ fire damage on a failed save, or half as much on a successful one.

If you used this gadget during your last turn, you can activate it again for 10 battery points instead of the usual cost.

When you use this gadget, you gain three heat dice.

FLASHBANG

Prerequisite: 7th level

You have designed a potent explosive that can blind foes. As an action, you can spend 15 battery points to activate and throw the flashbang at a point you can see within 30 feet. Any creature within 5 feet of the chosen point must make a Wisdom saving throw. On a failed save, a creature is blinded and deafened until the start of their next turn. On a failed save, a creature is only deafened until the start of their next turn.

When you use this gadget, you gain two heat dice.

FREEZE RAY

Prerequisite: 11th level

You have invented a powerful device capable of freezing your enemies. As an action, you can spend 20 battery points to fire the freeze ray. Make a ranged gadget attack against a creature you can see within 60 feet. On a hit, the creature takes $3d12$ cold damage and is restrained, as it becomes frozen in a block of ice.

When you use this gadget, you gain two heat dice.

HEARTBREAKER

Prerequisite: 7th level

You have created a powerful ranged weapon capable of easily finishing off foes. As an action, you can spend 15 battery points to make an attack using the Heartbreaker. Make a ranged gadget attack against a creature within 30 feet. On a hit, a creature takes $3d6$ piercing damage. If the creature has less than half its maximum hit points remaining, it takes an additional $3d6$ damage.

When you use this gadget, you gain two heat dice.

HOVERBOARD

Prerequisite: 5th level

You have created a device capable of ferrying you about the air. As an action, you can spend 15 battery points to place down and activate the hoverboard, which remains active until the start of your next turn. While the hoverboard is active, you have a flying speed of 30 feet and can hover.

When you use this gadget, you gain a heat die.

NOISE BLASTER

Prerequisite: 15th level

You have designed a potent device that can disorient your foes with a blast of sound. As an action, you can spend 20 battery points to activate the noise blaster and target a creature you can see within 30 feet of you. The creature must make a Constitution saving throw. On a failed save, the creature becomes disoriented until the end of its next turn. A disoriented creature must use its action before moving on its turn to make a melee attack against the closest creature other than itself that it can see.

When you use this gadget, you gain two heat dice.

PROXIMITY ALARM

You have invented a small device to defend against unwanted intrusion. You can spend 5 battery points as a bonus action to place the device against a flat surface. When you place the device, you can designate any number of creatures that the alarm will ignore.

The alarm remains active for 8 hours once it has been placed. While active, whenever a Tiny or larger creature that hasn't been designated to be ignored enters within a 30-foot radius of the alarm, the alarm triggers, producing the sound of a hand bell for 10 seconds that is audible out to 60 feet.

When you use this gadget, you gain a heat die.

ROOK AUTOTURRET

Prerequisite: 11th level

You have designed a small autonomous turret to fight beside you. As an action, you can spend 15 battery points to place the turret in an unoccupied space within 5 feet of you. The turret counts as a small object with AC 15 and 20 hit points. The turret persists until the end of your next turn, at which point it powers off and must be placed again. When you start your turn, you can spend 5 battery points to extend the turret's duration until the end of your next turn. When you place the turret, and again at the start of each of your turns while the turret persists, the turret makes an attack against the closest hostile creature within 60 feet of it. The attack uses your gadget attack modifier and deals $2d6$ lightning damage on a hit.

When you activate this gadget, you gain two heat dice.

SATELLITE BEAM

Prerequisite: 15th level

You have created a potent laser fitted to a satellite drone. As an action, you can spend 20 battery points to unleash the satellite beam at a point you can see within 120 feet. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes $5d10$ lightning damage on a failed save, or half as much damage on a successful one. The target gains no benefit from cover for this saving throw.

When you use this gadget, you gain three heat dice.

SILENCER

You have designed a silencer for use with your firearms. As a bonus action, you can spend 5 battery points to attach the silencer to a firearm you are holding. Until the end of your turn, weapon attacks made using the firearm make no noise. Additionally, when you are hidden from a creature and miss it with an attack using the firearm, making the attack doesn't reveal your position.

When you use this gadget, you gain a heat die.

SMOKE BOMB

Prerequisite: 5th level

You have invented a small device capable of producing a thick cloud of smoke. As an action, you can spend 10 battery points to throw the smoke bomb at a point you can see within 60 feet, creating a cloud of smoke that creates a heavily obscured area in a 25-foot radius. The smoke dissipates at the start of your next turn.

When you use this gadget, you gain a heat die.

STUN GUN

Prerequisite: 7th level

You have designed a potent weapon capable of unleashing electricity around you. You can spend 15 battery points as an action to activate the stun gun. Any creature within 5 feet of you must make a Constitution saving throw, taking $3d8$ lightning damage on a failed save, or half as much on a successful one.

When you use this gadget, you gain two heat dice.

THE MACHINIST

CHANGELOG

V3

- **New:** Subclass: Construction Industry
- **New:** Gadgets: Defibrillator, Hoverboard
- **Fixed:** Missing gadget from V2: Drill
- **Adjusted:** Battery Points start at 25, scaling to 120, rather than scaling with level.
- **Adjusted:** All gadgets now require either an action or bonus action to activate. Gadget heat gain has been adjusted across the board.
- **Adjusted:** Subclasses now gain features at 7th, 11th and 14th level, rather than 6th, 10th and 15th.
- **Adjusted:** All subclass main 3rd level features now cost battery, are considered gadgets, and gain heat.
- **Removed:** Extra Attack, Reload, Gauss Round. Leans into firearms loading property only allowing one attack, and most gadgets being Actions anyway.
- **Reworked:** Hypercharge now doubles stored heat dice, as many bonus action gadget options grant a single heat die now.
- **Adjusted:** Tool Expertise and Combat Roll Improvement moved to 6th level.
- **Reworked:** Master Machinist gives damage bonus on gadgets & heat damage.
- **Adjusted:** Rapid Recharge is now at 18th level, rather than gained at 14th and improved at 18th.
- **Adjusted:** Reassemble can now be reused for a hefty battery point cost.
- **Reworked:** Marksman Industry's 'Grazing Shot' is now 'Graze Scope.'
- **Adjusted:** Marksman Industry's 'Between the Eyes' is now 'Marksman's Spite.' Same effect, but it now deals extra damage if the attack beats the target's AC by 5 or more.
- **Adjusted:** Demolition Industry's 'Explosive Innovator' is now 'Elemental Grenades.' Now costs battery and damage is reduced to 2d6.
- **Adjusted:** Demolition Industry's 'Greater Grenades' increases the damage of grenades to 3d6 as well as heat gain.
- **Adjusted:** Automaton Industry's 'Automaton Queen' now requires an action and 20 battery points to summon. Pile Bunker costs battery, damage recued to 2d8. Automaton Queen can now be healed by the *mending* cantrip. Can no longer sacrifice attack to allow it to attack.
- **Adjusted:** Automaton Industry's 'Quick Repairs' no longer lets you heal the Automaton Queen.
- **Removed:** Automaton Industry's 'Promotion.'
- **New:** Mechanical Fury at 11th level for the Automaton Industry.
- **Adjusted:** Automaton Industry's 'Emergency Barrier' moved to 14th level. Can now be triggered from any damage.
- **Adjusted:** Commander Industry's 'Tactician' is now 'Tactical Radio.'
- **Adjusted:** Changed the wording of the Commander Industry Analysis feature to clarify "strongest" and "weakest" saving throws. The feature now only requires a bonus action to be used.
- **Adjusted:** Commander Industry's 'Advanced Tactics' moved to 11th level. 'Presence of Courage' moved to 14th + has an extra effect.

