



THE MACHINIST



HOMEBREW

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



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, machinists 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

Machinists 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 machinist have spread their teachings and technology across Eorzea and beyond.

DISCLAIMER

This document is intended for use with [u/SilentSoren's FFXIV to D&D Project](#). This version of the machinist is designed as an alternative to Soren's version.

Additionally, this class is designed under the assumption that your game is using the renaissance firearms presented on page 266 of the Dungeon Master's Guide. Always consult your DM before using any homebrew content.



MULTICLASSING WITH THE MACHINIST

Ability Score Minimum: You must have a Dexterity and Intelligence score of 13 or higher to multiclass in or out of this class.

Proficiencies Gained: You gain the following proficiencies when you take your first level in this class: Light armor, tinker's tools, simple weapons, firearms.

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	Bonus	Proficiency Features	Heat Die	Gadgets Known
1st	+2	Heat Gauge, Battery, Technical Support	d4	—
2nd	+2	Combat Roll, Gadgets	d4	2
3rd	+2	Machinist Industry	d4	2
4th	+2	Ability Score Improvement	d4	2
5th	+3	Extra Attack, Rapid Reload	d6	3
6th	+3	Machinist Industry Feature	d6	3
7th	+3	Tactician	d6	3
8th	+3	Ability Score Improvement	d6	3
9th	+4	Hypercharge	d6	3
10th	+4	Machinist Industry Feature	d6	3
11th	+4	Ricochet	d8	4
12th	+4	Ability Score Improvement	d8	4
13th	+5	Rapid Recharge	d8	4
14th	+5	Peloton, Combat Roll Improvement	d8	4
15th	+5	Machinist Industry Feature	d8	4
16th	+5	Ability Score Improvement	d8	4
17th	+6	Reassemble	d10	5
18th	+6	Ricochet Improvement	d10	5
19th	+6	Ability Score Improvement	d10	5
20th	+6	Bullet Storm	d10	5

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 artificer'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 firearms as a weapon. After you make a weapon attack using a firearm, you gain a heat die, a d4. This die changes as you gain levels in this class, as shown in the Heat Die column of the Machinist table. You can store a number of heat dice equal to your Intelligence modifier, and you lose all stored heat dice if you go 1 minute without gaining a new one.

When you hit a creature with a weapon attack, 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.

BATTERY

Also at 1st level, you have created a powerful aether battery capable of drawing in and storing aetheric charge. The battery can store a number of points equal to 5 times your machinist level, and regains all expended points after finishing a long rest.

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 up to 5 feet without provoking attacks of opportunity. At 14th level, the distance you can move increases to 10 feet.

GADGETS

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

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.

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:

$$\text{Gadget save DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$$

$$\text{Gadget attack modifier} = \text{your proficiency bonus} + \text{your Intelligence modifier.}$$

MACHINIST INDUSTRY

At 3rd level, you choose an industry in which to focus your invention and innovation. Choose from the Automaton, Demolition, Marksman industries. The industry you choose grants you features at 3rd level, and again at 6th, 10th and 15th 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.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

RAPID RELOAD

From 5th level, you ignore the loading quality of firearms with which you are proficient.

TACTICIAN

At 7th level, you learn how to use your intellect defensively. When you or another creature you can see within 30 feet of you takes damage, you can use your reaction to reduce the damage taken by an amount equal to your level plus your Intelligence modifier.

Once you use this feature, you can't use it again until you finish a short or long rest.

HYPERCHARGE

Starting at 9th level, you can spend 10 battery points as a bonus action to gain a heat die.

RICOCHET

From 11th level, when you hit a creature with a weapon attack using a firearm, you can use a bonus action to attempt a second attack against a target within 10 feet of the creature.

You can use this ability twice, and regain all expended uses after finishing a long rest. At 18th level, you can use this feature three times between rests, and the range increases to 20 feet.

RAPID RECHARGE

At 13th level, you make modifications to your aether battery to improve efficiency. Once per day, when you finish a short rest, you can choose to regain a number of battery points equal to 5 times your Intelligence modifier.

PELOTON

Starting at 14th level, you can use the Dash action as a bonus action on your turn.

REASSEMBLE

At 17th level, you learn how to quickly reconfigure your firearms to maximise efficiency. As a bonus action, you can reassemble one firearm you are holding. The next time you make a weapon attack using that firearm within the next minute, the attack becomes a critical hit.

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

BULLET STORM

At 20th level, you become able to expertly wield your firearm with ease. When you take the attack action, you can choose to make five attacks with a firearm, instead of your regular number of attacks.

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

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 and wielding powerful firearms. These machinist excel in targetting 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.

GRAZING SHOT

At 3rd level, you have perfected your skills with firearms. When you make a weapon attack using a firearm, you can choose to target one of the creature's vitals. Choose head, legs or arms for this feature's effect.

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

Legs. If the attack hits, the creature must make a Dexterity saving throw against your Gadget save DC, or be knocked prone.

Arms. If the attack hits, 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.

You can use this feature a number of times equal to your proficiency bonus, and regain all expended uses after finishing a long rest.

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

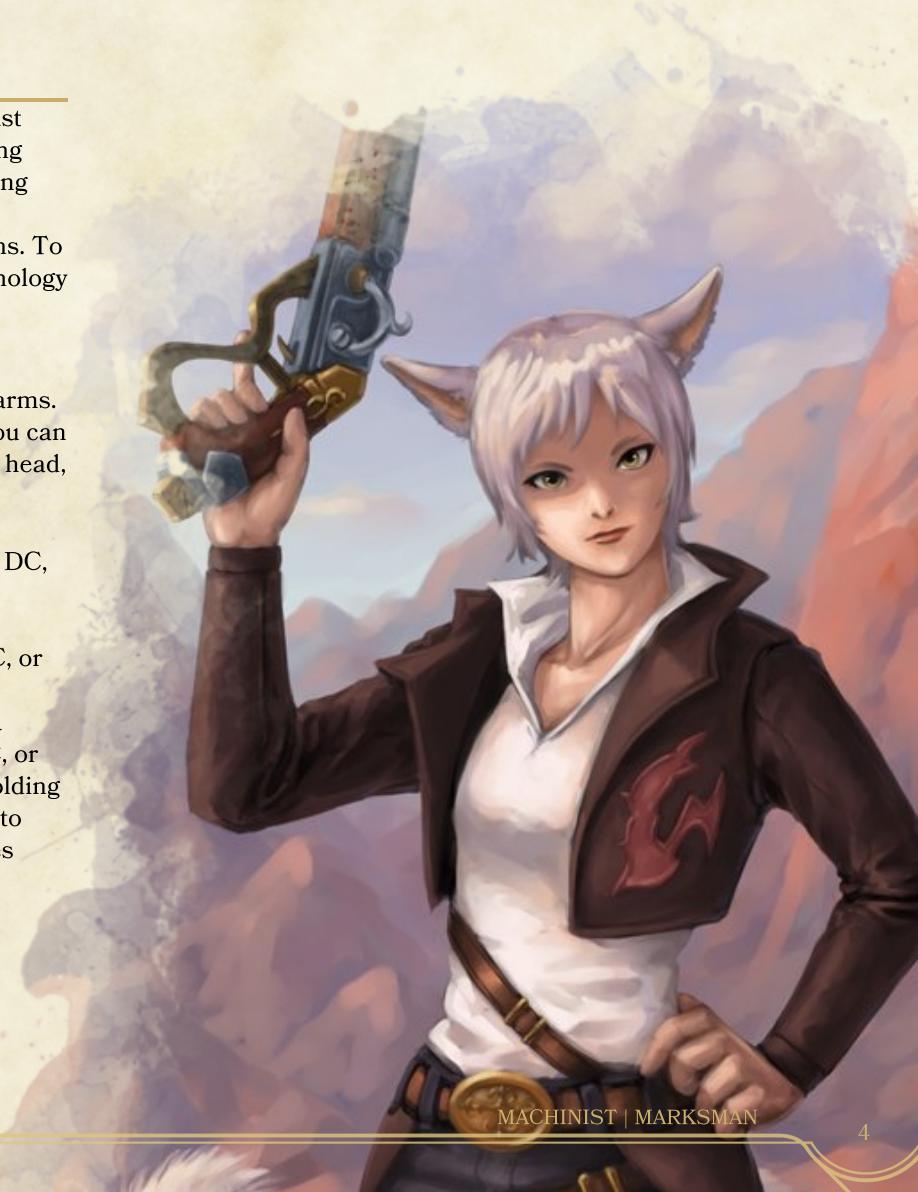
By 6th level, you've learned how to keep your foes at bay. When a creature you can see moves more than 5 feet while within the normal range of a firearm you are holding, you can use your reaction to make a weapon attack against it using the firearm.

BETWEEN THE EYES

Starting at 10th level, you learn how to exploit the weaknesses of your foes. You have advantage on weapon attacks made against a creature suffering from the charmed, frightened, restrained or stunned conditions, and weapon attacks you make against prone creatures always have advantage, regardless of your distance from the creature.

QUICK DRAW

By 15th 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.

EXPLOSIVE INNOVATOR

Starting at 3rd level, you have devised a method for creating powerful explosive grenades. During a short or long rest, you can create a number of grenades up to your Intelligence modifier, imbuing them with magical power from your aether battery. The maximum number of grenades you can have at any time equals your Intelligence modifier, and you can give your grenades to other people.

As an action you or a creature carrying one of your grenades can hurl the grenade at a point they 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 3d6 damage on a failed save, or half as much damage on a successful one. The damage type is your choice of acid, cold, fire, lightning, or thunder. When you use your action to throw a grenade, you gain 2 heat dice.

DEMOLISHER

Also at 3rd level, you become capable of easily destroying and dismantling objects. Whenever you hit an object with a weapon attack, that hit is a critical hit. Additionally, you can disarm and dismantle traps and mechanical objects in half the time it would normally take.

CAUTERIZED

By 6th 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 10th level, you augment your grenades to become even more powerful. When one of your grenades 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 walks 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.

KABOOM!

By 15th 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

Also at 3rd level, your machinations have borne fruit in the form of a mighty companion, the automaton queen. It's 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 creature'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 defender can take any action of its choice, not just Dodge.

If the automaton has died within the last hour, you can use your tinker's tools as an action to revive it, provided you are within 5 feet of it and you expend 10 battery points. The automaton queen returns to life after 1 minute with all its hit points restored.

At the end of a long rest, you can create a new automaton queen if you have tinker's tools with you. If you already have an automaton from this feature, the first one immediately perishes. The automaton also perishes if you die.

AUTOMATON QUEEN

Medium construct

Armor Class 14 + PB (natural armor)

Hit Points 5 + five times your ranger level (the automaton has a number of Hit Dice [d8s] equal to your ranger 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 (1/Day) *Melee Weapon Attack:* your gadget attack modifier to hit, reach 5 ft., one target you can see. *Hit* 3d8 + 3 + PB force damage.



RAPID REPAIR

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.

Additionally, you can use a bonus action to repair your automaton queen. When you do so, you can spend any number of battery points from your aether battery. For each point spent, the automaton regains 2 hit points.

AUTOMATON ARSENAL

Starting at 6th 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.

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

EMERGENCY BARRIER

At 10th level, you develop a powerful defensive device for both yourself and your automaton. When either you or your automaton are reduced to a number of hit points equal to or below your level, 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.

PROMOTION

At 15th level, your automaton queen becomes more powerful:

- The automaton's weapon attacks deal an additional 1d6 force damage.
- Your automaton can use its pile bunker twice a day, rather than only once.
- Your automaton gains resistance to non-magical bludgeoning, piercing and slashing damage.

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.

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.

BIOBLASTER

Prerequisite: 7th level

You have created a potent chemical spewing weapon, the bioblast. As an action, you can spend 15 battery points to unleash the bioblast 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.

BLANK SHOT

You have created a specialised ammunition for use in your firearms. When you take the attack action, you can spend 5 battery points to replace one of your attacks with a blank shot. One creature of your choice within 5 feet of you must make a Strength saving throw. On a failed save, a 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.

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.

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, a creature 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.

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.

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 1 for 1 minute.



DRILL

Prerequisite: 5th level

You have designed a potent weapon that can fire drills at your foes. When you take the attack action, you can spend 10 battery points to replace one of your attacks with an attack from the drill. 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.

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

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 two 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.

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. When you take the attack action, you can spend 15 battery points to replace one of your attacks with an attack using the Heartbreaker. Make a ranged gadget attack against a creature within 30 feet. On a hit, a creature takes 3d4 piercing damage. If the creature has less than half its maximum hit points remaining, it takes an additional 2d4 damage.

When you use this gadget, you gain one 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.

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.

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.

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 15 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.

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.

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