Arcanomech

The Arcanomech is a class that combines magic and technology to create powerful and versatile weapons and armor. They specialize in constructing magical devices and imbuing them with technological enhancements to create weapons, armor, and gadgets that can rival even the most powerful sci-fi technology.

Creating an Arcanomech

To create an Arcanomech, you should choose a race and background that fits your character's backstory and personality. You should also choose a subclass that defines your character's focus within the Arcanomech class.

Class Features

As an Arcanomech, you gain the following class features:

Hit Points: As a d8 hit die class, you start with 8 + your Constitution modifier hit points.

Proficiencies: You are proficient in light armor, medium armor, shields, simple weapons, and martial weapons. You are also proficient in the Arcana skill.

Spellcasting: You are a spellcaster, and you cast spells using the Arcanomech spellcasting table. You can prepare a number of spells equal to your Intelligence modifier + your Arcanomech level, and you can cast a number of spells equal to your Intelligence modifier per day. You can choose spells from the wizard spell list, as well as the Artificer spell list.

Arcane Technology: You gain proficiency in the Tinker's Tools, and you can use them to create magical devices that can give you an advantage in combat or out of it. These devices can be as simple as a wand that can cast a spell, or as complex as a suit of armor that can fly.

Magical Weapon: You can imbue a weapon or piece of armor with magical properties, giving it a bonus to attack and damage rolls. You can use this ability a number of times equal to your Intelligence modifier per day.

Ability Score Improvement: At 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.

Arcane Enhancements: At 6th level, you can enhance your magical devices with technological upgrades, such as adding a scope to a wand or increasing the damage of a suit of armor. These enhancements can be chosen from a list of upgrades that becomes available to you as you level up.

Arcane Infusion: At 10th level, you can infuse a magical device with a spell, allowing you to cast the spell from the device instead of using one of your own spell slots. The device must be one that you have created with your Tinker's Tools.

Arcane Mastery: At 14th level, you gain the ability to cast spells more frequently, and you can choose spells from a wider selection of wizard and artificer spells.

Arcane Construct: At 18th level, you can create a powerful magical construct that can aid you in combat or help you accomplish tasks outside of combat. This construct can be customized with technological enhancements and can be controlled as if it were a companion.

Conclusion

The Arcanomech is a versatile and powerful class that combines the best of magic and technology. With their ability to create magical devices and imbue them with technological enhancements, they can be a valuable asset in any sci-fi setting. Whether you want to create a suit of armor that can fly or a wand that can cast multiple spells, the Arcanomech has something for everyone.