

# SUBCLASSES



HERE ARE MANY DIFFERENT WAYS IN WHICH characters can develop their various powers, especially in a world which as so definitively progressed from swords and sorcery to bronze and steam. This document reflects the various new options characters may have, split by class.

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## ARTIFICER

### JUGGERNAUT

An artificer who specializes as an Armorer modifies armor to function almost like a second skin. The armor is enhanced to hone the artificer's magic, unleash potent attacks, and generate a formidable defense. The artificer bonds with this armor, becoming one with it even as they experiment with it and refine its magical capabilities.

#### SUBCLASS FEATURES

**Tools of the Trade:** When you adopt this specialization at 3rd level, you gain proficiency with heavy armor. You also gain proficiency with smith's tools. If you already have this tool proficiency, you gain proficiency with one other type of artisan's tools of your choice.

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

#### JUGGERNAUT SPELL TABLE

Artificer Level	Spell
3rd	Shield, Thunderwave
5th	Mirror Image, Shatter
9th	Hypnotic Pattern, Lightning Bolt
13th	Fire Shield, Greater Invisibility
17th	Passwall, Wall of Force

**Arcane Armour:** Beginning at 3rd level, your pursuit of integration has allowed you to use armour as a conduit for magic. As an action, you can integrate the armour you are wearing into your body.

You gain the following benefits when wearing this armour:

- If the armour normally has a Strength requirement, the arcane armour lacks this requirement for you.
- You can use the arcane armor as a spellcasting focus for your artificer spells.
- You can doff or don the armour as an action.
- The armour continues to be Arcane Armour until you don another suit of armour or you die.

**Armour Specialisation:** Beginning at 3rd level, you can customize your Arcane Armour. When you do so, choose one of the following armour models: Guardian, Infiltrator or Juggernaut. The model you choose gives you special benefits while you wear it. Each model includes a special weapon. When you attack with that weapon, you can add your Intelligence modifier, instead of Strength or Dexterity, to the attack and damage rolls.

You can change the armor's model whenever you finish a short or long rest, provided you have smith's tools in hand.

**Guardian.** You design your armour to be in the front line of conflict. It has the following features:

- **Thunder Gauntlets.** Each of the armour's gauntlets counts as a simple melee weapon while you aren't holding anything in it, and it deals 2d8 thunder damage on a hit. A creature hit by the gauntlet has disadvantage on attack rolls against targets other than you until the start of your next turn, as the armor magically emits a distracting pulse when the creature attacks someone else.
- **Defensive Field.** As a bonus action, you can gain temporary hit points equal to your level in this class, replacing any temporary hit points you already have. You lose these temporary hit points if you doff the armour. You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

**Infiltrator.** You customize your armour for subtle undertakings. It has the following features:

- **Lightning Launcher.** A gemlike node appears on one of your armored fists or on the chest (your choice). It counts as a simple ranged weapon, with a normal range of 90 feet and a long range of 300 feet, and it deals 2d6 lightning damage on a hit. Once on each of your turns when you hit a creature with it, you can deal an extra 2d6 lightning damage to that target.
- **Powered Steps.** Your walking speed increases by 5 feet.



- **Dampening Field.** You have advantage on Dexterity (Stealth) checks. If the armor normally imposes disadvantage on such checks, the advantage and disadvantage cancel each other, as normal.

**Juggernaut.** You can customize your armour for the use of heavy guns. It has the following features:

- **Firearm Integration.** You can use your intelligence score instead of strength when calculating if you can wield a heavy gun. In addition the heavy gun becomes integrated into your arm meaning that it cannot be removed from you while you are alive.
- **Suppression Protocol.** As an action, you may make an attack against any number of creatures contained within a 45 foot long, 10 foot wide line originating from you. You may not attempt to target creatures with cover. On a hit the creature takes 1d10 piercing damage + your damage modifier.

**Extra Attack.** Starting at 5th level, you can attack twice, rather than once, whenever you take the Attack action on your turn.

**Armour Modifications.** At 9th level, you learn how to use your artificer infusions to specially modify your Arcane Armour. That armour now counts as separate items for the purposes of your Infuse Items feature: armour (the chest piece), boots, helmet, and the armour's special weapon. Each of those items can bear one of your infusions, and the infusions transfer over if you change your armour's model with the Armour Model feature. In addition, the maximum number of items you can infuse at once increases by 2, but those extra items must be part of your Arcane Armour.

**Perfected Armor.** At 15th level, your Arcane Armor gains additional benefits based on its model, as shown below:

**Guardian.** When a Huge or smaller creature you can see ends its turn within 30 feet of you, you can use your reaction to magically force it to make a Strength saving throw against your spell save DC. On a failed save, you pull the creature up to 25 feet directly to an unoccupied space. If you pull the target to a space within 5 feet of you, you can make a melee weapon attack against it as part of this reaction. You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

**Infiltrator.** Any creature that takes lightning damage from your Lightning Launcher glimmers with magical light until the start of your next turn. The glimmering creature sheds dim light in a 5-foot radius, and it has disadvantage on attack rolls against you, as the light jolts it if it attacks you. In addition, the next attack roll

against it has advantage, and if that attack hits, the target takes an extra 2d6 lightning damage.

**Juggernaut.** When you take the suppression protocol action, you count as having 3/4 cover until the start of your next turn, you may also add your intelligence modifier instead of dexterity to attack and damage rolls made with heavy guns.

## SCION OF THE DREAD MACHINE

### SUBCLASS FEATURES

**Tools of the Trade:** When you adopt this specialization at 3rd level, you gain proficiency with heavy armor. You also gain proficiency with smith's tools. If you already have this tool proficiency, you gain proficiency with one other type of artisan's tools of your choice.

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

### SCION SPELL TABLE

Artificer Level	Spell
3rd	Hex, Identify
5th	Augury, Locate Object
9th	Fear, Stinking Cloud
13th	Evards Black Tentacles, Wall of Fire
17th	Animate Objects, Contact Other Plane

**Infernal Engine** At 3rd level, the mechanical designs that plague your mind allow you to turn a vehicle you are touching into an Infernal Engine. As a 1-hour ritual and provided you have smith's tools in hand and meet the level requirement, you can convert a mundane vehicle you are touching into your Infernal Engine, with statistics listed later that closest resemble the converted vehicle. Your Infernal Engine has the following benefits:

- You can operate your Infernal Engine alone without a crew whilst touching it. Nobody else can operate your Infernal Engine vehicle.
- Your Infernal Engine does not require laborers, fuel, or animals to move.
- You are considered proficient with all vehicles for the purpose of ability checks you make to control or maneuver your Infernal Engine. Your proficiency bonus is doubled for such ability checks.
- You are considered proficient with all vehicles for the purpose of ability checks you make to control or maneuver your Infernal Engine. Your proficiency bonus is doubled for such ability checks.
- If the mending spell is cast on it, it regains 2d6 hitpoints.



- You can perform a 1-minute ritual to banish your Infernal Engine into an empty demiplane. You do not need to be touching your infernal engine to complete this ritual. When you complete the ritual, all creatures aboard your Infernal Engine fall until they hit the ground or water, taking any falling damage if required.
- You can summon your Infernal Engine from this demi-plane into an unoccupied space as an action, provided there is enough space within 100 feet of you on the ground or water.
- If your Infernal Engine of a given type is destroyed, you need to convert another comparable mundane vehicle to replace it.

At any given time you can only have one infernal engine on the same plane of existence as you. If you try to convert a vehicle into an Infernal engine or summon one from the demiplane, it fails to convert or be summoned.

You can only have up to one of each of the below Infernal Engines stored within the demiplane or converted into an infernal engine at any given time. If at any point you have two infernal engines of the same type, both within or outside the demiplane, choose which vehicle remains an infernal engine. All other vehicles of the same type return to their original mundane state. If a vehicle within your demiplane is turned mundane, it is lost to the astral plane.

**Arcane Armour.** Beginning at 3rd level, your pursuit of integration has allowed you to use armour as a conduit for magic. As an action, you can integrate the armour you are wearing into your body.

You gain the following benefits and abilities when wearing this armour:

- If the armour normally has a Strength requirement, the arcane armour lacks this requirement for you.
- You can use the arcane armor as a spellcasting focus for your artificer spells.
- You can doff or don the armour as an action.
- The armour continues to be Arcane Armour until you don another suit of armour or you die.
- **Lightning Launcher.** A gemlike node appears on one of your armored fists or on the chest (your choice). It counts as a simple ranged weapon, with a normal range of 90 feet and a long range of 300 feet, and it deals 2d6 lightning damage on a hit. Once on each of your turns when you hit a creature with it, you can deal an extra 2d6 lightning damage to that target. You may use your intelligence modifier when making attacks with this weapon.
- **Powered Steps.** Your walking speed increases by 5 feet.

- **Dampening Field.** You have advantage on Dexterity (Stealth) checks. If the armor normally imposes disadvantage on such checks, the advantage and disadvantage cancel each other, as normal.

**Eldritch Ordnance.** At 5th level, when you cast a spell of 1st level or higher, add 1d8 to the damage dealt. Additionally, while aboard your infernal engine, when you cast eldritch blast you can add your Intelligence modifier to all of the damage rolls if you don't already add an ability modifier to them.

**Armor Modifications.** At 9th level, you learn how to use your artificer infusions to specially modify your Arcane Armor. That armor now counts as separate items for the purposes of your Infuse Items feature: armor (the chest piece), boots, helmet, and the armor's special weapon. Each of those items can bear one of your infusions, and the infusions transfer over if you change your armor's model with the Armor Model feature. In addition, the maximum number of items you can infuse at once increases by 2, but those extra items must be part of your Arcane Armor.

**Apocalyptic Metamorphosis.** At 15th level, your body undergoes changes in preparation for the Dread Machine's arrival. You gain the following benefits:

- You have resistance to damage from magic.
- While you are aboard your Infernal Engine, the vehicle has resistance to all damage and advantage on saving throws.