



## ARTIFICER SPECIALIST

### QUANTUM SMITH

Whether infusing objects with magic or altering the properties of other creatures, artificers are masters of controlling the physical properties of their surroundings. Quantum smiths take this a step further by studying the fundamental particles that make up physical matter. In doing so, they come to specialize in altering the spatial properties of themselves and other creatures.

The pinnacle of this specialty is the quantum smiths' ability to alter the size of their own forms at will. They can shrink down to the size of an ant or grow to the size of an elephant based on the needs of their situation. Veteran quantum smiths can seamlessly shift sizes mid-fight and teleport themselves in and out of the fray, making them baffling foes in combat.

### TOOL PROFICIENCY

*3rd level Quantum Smith Feature*

You gain proficiency with your choice of smith's tools or alchemist's supplies. If you already have these proficiencies, you gain proficiency with one other type of artisan's tool of your choice.

### QUANTUM SMITH SPELLS

*3rd level Quantum Smith Feature*

You always have certain spells prepared after you reach particular levels in this class, as shown in the Quantum Smith Spells table.

These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

### QUANTUM SMITH SPELLS

Artificer Level	Spells
3rd	Expeditious Retreat, Jump
5th	Blur, Misty Step
9th	Blink, Haste
13th	Banishment, Dimension Door
17th	Banishing Smite, Far Step

### APPLIED COMBAT PHYSICS

*3rd level Quantum Smith Feature*

Your intuitive understanding of the physical and magical properties of objects grants you the following benefits:

- You gain proficiency with martial weapons.
- When you attack with a magic weapon, you can use your Intelligence modifier, instead of Strength or Dexterity modifier, for the attack and damage rolls.

### EXPANDED ANATOMY

*3rd level Quantum Smith Feature*

Your deep understanding of material reality allows you to enter mystical states in which you can manipulate your own size.

As an action or bonus action, you can grant yourself the ability to magically shift your size for the next 10 minutes.

When you activate this ability, and as an action or bonus action during its duration, you can shift one or more size categories. When you do so, everything you are wearing and carrying changes size with you, including your weapons. The sizes you can reach are based on your artificer level, and their effects on you are listed in the **Size Effects** table below.

For every size category you increase, your size doubles on all dimensions and your weight is multiplied by eight. For every size category you decrease, your size is halved in all dimensions and your weight is divided by eight. The exceptions to this are the minuscule and quantum size categories. At the minuscule size, you are roughly the size of a large ant. At the quantum size, you are so small you appear to disappear entirely and can no longer interact with the world around you.

After the full 10 minutes pass, you automatically shift back to your natural size.

You can use this ability a number of times equal to your Intelligence modifier + 1 (minimum 2) and regain all uses when you complete a long rest.

## SIZE EFFECTS

Size	Traits	Artificer Level
Quantum	You are under the effects of the <i>banishment</i> spell.	9
Minuscule	Your AC increases by 2, your speed decreases by 20 ft., you can increase the results of your Dexterity checks and saving throws by 2d4, and creatures have disadvantage on Perception checks to detect you.	5
Tiny	Your AC increases by 1, your speed decreases by 10 ft., and you can increase the results of your Dexterity checks and saving throws by 1d4	3
Small	None	3
Medium	None	3
Large	Your melee weapon attacks deal an additional 1d4 damage, your AC is reduced by 1, and you can increase the results of your Strength checks and saving throws by 1d4	3
Huge	Your melee weapon attacks deal an additional 2d4 damage, your AC is reduced by 2, and you can increase the results of your Strength checks and saving throws by 2d4	5
Gargantuan	Your melee weapon attacks deal an additional 3d4 damage and deal double damage to objects and structures, your AC is reduced by 3, and you can increase the results of your Strength checks and saving throws by 3d4	9



### EXTRA ATTACK

*5th level Quantum Smith Feature*

You can attack twice, rather than once, whenever you take an Attack action on your turn.

### MERCURIAN TRANSFORMATION

*9th level Quantum Smith Feature*

You can now change to any size other than gargantuan or quantum without using your Exponential Growth feature and can remain at that size indefinitely.

Additionally, you can change to any size other than gargantuan or quantum as a reaction under the following circumstances:

- **When You Make a Melee Weapon Attack:** If you grow at least two sizes and the attack is against a creature, you gain advantage on the attack.
- **When An Attack is Made Against You:** If you shrink at least two sizes, you impose disadvantage on the attack.
- **When You Make a Strength or Dexterity Check:** If this is an opposed Strength check, and you grow at least two sizes, the opposing creature suffers disadvantage on the check. If it is an opposed Dexterity check, and you shrink at least two sizes, the opposing creature suffers disadvantage on the check.
- **When You Make a Strength or Dexterity Save:** If this save is against an effect another creature is targeting you with, you gain advantage on a Strength saving throw if you grow at least two sizes, and you gain advantage on a Dexterity saving throw if you shrink at least two sizes.
- **At The End of Any Turn.**

## QUANTUM TUNNELING

15th level Quantum Smith Feature

Your quantum expertise extends to altering the foundational equations of your very being. You gain resistance to bludgeoning, piercing, and slashing damage.

Additionally, you can move through other creatures and objects as if they were difficult terrain, but you take 1d10 force damage for every 5 feet you move while inside another creature or object. If you end your turn inside a creature or an object, you are shunted into the nearest unoccupied space you last occupied.

## NEW ARTIFICER INFUSION

### QUANTUM COINS

Prerequisite: 6th-level artificer

Item: A number of metallic coins less than or equal to your proficiency modifier

A creature with these coins can use each of them as a finesse thrown weapon with a range of 30/60. When you are using them, you can use your Intelligence modifier, instead of your Strength or Dexterity modifier, for attack rolls with the coins.

When a creature throws the coin, that creature chooses a size from the Quantum Coin Sizes table. If the thrown coin hits a creature or object, its size changes to the chosen size category for the next 10 minutes, and it gains the traits associated with that size, described in the Quantum Coin Sizes table. An unwilling creature can make a Constitution saving throw against your spell save DC to avoid changing size. If it fails, it can repeat the save at the end of each of its turns, ending the effect on a success.

Once a coin has been used to change the size of a target, it loses the ability to do so again until the next dawn.

### QUANTUM COIN SIZES

Size	Traits
Minuscule	Your AC increases by 2, your speed decreases by 20 ft., you can increase the results of your Dexterity checks and saving throws by 2d4, and other creatures have disadvantage on Perception checks made to detect you.
Tiny	Your AC increases by 1, your speed decreases by 10 ft., and you can increase the results of your Dexterity checks and saving throws by 1d4
Small	None
Medium	None
Large	Your melee weapon attacks deal an additional 1d4 damage, your AC is reduced by 1, and you can increase the results of your Strength checks and saving throws by 1d4
Huge	Your melee weapon attacks deal an additional 2d4 damage, your AC is reduced by 2, and you can increase the results of your Strength checks and saving throws by 2d4

### ART CREDIT

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