**Class Features**

As a demolitionist you gain the following class features.

Hit Points

**Hit Dice:** 1d10 per demolitionist level  
**Hit Points at 1st Level:** 10 + Constitution modifier  
**Hit Points at Higher Levels:** 1d10 (or 6) + Constitution modifier per demolitionist level after 1st

Proficiencies

**Armor:** Light armor, medium armor  
**Weapons:** Daggers, darts, handaxes, javelins, light crossbows  
**Tools:** Alchemist's supplies, tinkerer's tools, explosive kit  
**Saving Throws:** Dexterity, Intelligence  
**Skills:** Choose two from Acrobatics, Athletics, Insight, Intimidation, Perception, and Survival

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Level | Proficiency Bonus | Explosives | Damage  Dice | Features |
| 1st | +2 | 6 |  | Tools of the Trade, Controlled Blast |
| 2nd | +2 | 6 |  | Versatile Explosive, Duck and Cover |
| 3rd | +2 | 6 |  | Font of Demolition, Smoke Bomb |
| 4th | +2 | 6 |  | Ability Score Improvement |
| 5th | +3 | 8 |  | Flashbang (one use) |
| 6th | +3 | 8 |  | Versatile Explosive option |
| 7th | +3 | 8 |  | Font of Demolition feature |
| 8th | +3 | 8 |  | Ability Score Improvement |
| 9th | +4 | 8 |  | Flashbang (two uses) |
| 10th | +4 | 8 |  | Ability Score Improvement |
| 11th | +4 | 10 |  | Font of Demolition feature |
| 12th | +4 | 10 |  | Ability Score Improvement |
| 13th | +5 | 10 |  | Flashbang (three uses) |
| 14th | +5 | 10 |  | Versatile Explosive option |
| 15th | +5 | 10 |  | Font of Demolition feature |
| 16th | +5 | 10 |  | Ability Score Improvement |
| 17th | +6 | 12 |  | Flashbang (four uses) |
| 18th | +6 | 12 |  | Master Dungeoneer |
| 19th | +6 | 12 |  | Ability Score Improvement |
| 20th | +6 | 12 |  | Demolitions Expert |

Equipment

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

* (*a*) scale mail and 5 javelins or (*b*) leather armor, a light crossbow, and case of 20 bolts
* (*a*) a spear or (*b*) a 2x handaxes
* (*a*) a burglar's pack or (*b*) an explorer's pack
* 9 explosives, your explosive kit, and alchemist's supplies

**Feats**

### Tools of the Trade

Beginning at 1st level, you have developed a way to create small explosives that are an effective means of combat. You are proficient with the explosives, which are simple ranged weapons that weigh 1/2 pound and have the thrown and finesse property with a range of 20/60. On a hit, the explosive deals 1d8 fire damage. If within 5 or higher than their AC, each creature within 5 feet of the target, including the target, must succeed on a Dexterity saving throw or take 1d6 piercing damage from the shrapnel. The DC for the saving throw equals 8 + your Intelligence modifier + your proficiency bonus.

You must spend at least 30 minutes during a rest to make 6 explosives using alchemist’s supplies and your explosive kit, which is a pouch containing the specialized ingredients that you have perfected through your studies. You may spend an extra thirty minutes to make more if you wish.

The fire or the piercing damage of the explosives, as well as the number of explosives you can make during a rest, increase as you gain demolitionist levels, as shown on the Damage and Explosives columns of the Demolitionist table.

### Controlled Blast

Also at 1st level, you know how to place explosives in such a way that you can manipulate the environment around you without causing too much calamity. You can spend 10 minutes to study an object or area of an object no larger than 1 foot on any side (a lock on a door, the lid of a small chest, a set of bars on a window, etc.), granting you insight into the weak points of that object or area. You can then use one of your explosives to destroy that object or area of an object without causing any damage to surrounding objects or creatures.

You can use this feature twice, regaining any expended uses when you finish a short or long rest.

### Versatile Explosive

By 2nd level, you learn ways to modify the way you craft your explosives, giving them special properties. Choose an option from the list detailed at the end of the class description. When you craft explosives during a long rest, you can choose to substitute your normal materials for the options you have chosen. An explosive can only be modified by one option at a time. If you choose to substitute a material, you can make that substitution for up to half of the explosives crafted during that long rest.

You gain a new option when you reach 6th level, and again at 14th level. When you gain a level in this class, you can also replace an option you have with a different one.

### Duck and Cover

Also at 2nd level, your time around your own explosives has made you adept at knowing when and how to avoid getting hurt by the blasts. When you are subjected to a saving throw by the effect of one of your explosives, you can choose to automatically succeed on the saving throw, and if you do, you take no damage if you would normally take half damage on a successful save. You can only do this a number of times equal to your dexterity modifier, per long rest.

### Font of Demolition

At 3rd level, you adopt a particular style of your trade that more closely defines the way you handle combat. Choose Font of the Arcane, Font of the Combatant, or Font of the Engineer, each of which are detailed at the end of this class description. The font you choose grants you features at 3rd level and again at 7th, 11th, and 15th level.

### Smoke Bomb

Also at 3rd level, you learn how to use spare components from your explosive kit to create devices which are effective at causing distractions, allowing you to make a quick getaway. You can make two of these devices when you make explosives during a rest, or by spending at least 10 minutes during a short rest. The devices lose potency after 24 hours. You can only have two smoke bombs made at a time.

You can throw down a smoke bomb as a reaction. When thrown, a smoke bomb creates an area of thick smoke in a 10-foot radius sphere that spreads around corners. The area the smoke covers is heavily obscured and lasts for 1 minute, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

### Ability Score Improvement

When you reach 4th level, and again at 8th, 10th, 12th, 16th and 19th level, you can increase one ability score of you 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.

### Flashbang

Also at 5th level, you gain the ability to create special explosives that produce a small blast of light and sound. You can create one of these explosives when you craft explosives during a long rest, or by spending at least 10 minutes during a short rest. When crafted during a long rest, a flashbang does not count against the number of explosives you can normally make. Flashbangs lose potency after 24 hours, and you can only make one at a time, due to the flashbang being made of spare components.

You can use a flashbang as a reaction when you are targeted by an attack from a creature within 30 feet of you. You are not targeted. When you use a flashbang, make a ranged weapon attack, as you would with any explosive. On a hit, the creature has disadvantage on the triggering attack roll. Hit or miss, the target and any creatures within 5 feet of the target must succeed on a Constitution saving throw. On a failed save, a creature is blinded and deafened until the start of its next turn. The explosion also creates a loud bang that can be heard from 300 feet away. You must have a free hand in order to use a flashbang.

The number of flashbangs you can make increases at 9th level, and again at 13th and 17th level, as shown on the Demolitionist table.

### Master Dungeoneer

By 18th level, you have become so educated in the ways of architecture and tactical layout that you are able to discern the details of a structure with uncanny accuracy. You can spend 1 hour studying the perimeter of a building to create a passable map of the inside, so long as you can see any floors that you are trying to map. Additionally, your experience with traps allows you or any friendly creatures to gain a bonus to any check made to find traps equal to your Intelligence modifier.

### Demolitions Expert

By 20th level, you have perfected your art, in both efficiency and effectiveness. You can spend 10 minutes during a short or long rest to create explosives. You can also use a Versatile Explosive option on any number of explosives you make.

Additionally, you can use your Controlled Blast feature an unlimited number of times, so long as you have one explosive per cubic yard of material.

## **Versatile Explosive Options**

The options for the Versatile Explosive feature are listed in alphabetical order below.

***Aerodynamic Explosive.*** This streamlined casing increases the range of the explosive to 30/120.

***Incendiary Explosive.*** This flammable powder doesn’t cause shrapnel to spread or cause damage on a hit, but it creates a fire equal to a 10-foot cube that lasts for 1 minute. A creature that enters the fire or starts its turn there must make a Dexterity saving throw, taking the explosive’s normal fire damage on a failed save, or half as much damage on a successful one.

***Light Explosive.*** This lighter casing is easier to throw, allowing you to throw explosives made with it as a bonus action.

***Potent Explosive.*** This powerful component increases the damage dice of explosives made using it from d6s to d8s.

***Spiked Explosive.*** This dangerous casing pierces the target and surrounding creatures with spikes. On a hit, the target takes piercing damage equal to the ability modifier you used to throw the explosive. The damage caused by the shrapnel is increased by the same modifier.

***Sticky Explosive.*** This adhesive causes an explosive to stick to the target. Explosives made with this component don’t cause shrapnel to spread around the target, but you roll double the damage dice for the fire damage on a hit.

***Volatile Explosive.*** This powder doesn’t cause fire damage to the target, but the area of the shrapnel increases to a 15-foot radius. (Can be used in conjunction with incendiary to increase the fire to a 20ft cube)

**Fonts of Demolition**

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### Font of the Arcane

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#### **Spellcasting**

When you reach 3rd level, you enhance your knowledge of explosives with the ability to cast spells. See chapter 10 of the Player’s Handbook for general rules of spellcasting and chapter 11 for the wizard spell list.

***Cantrips.*** You learn two cantrips of your choice from the wizard spell list. You learn another wizard cantrip of your choice at 10th level.

***Spell Slots.*** Look at the eldritch knight for spell slots. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example. If you know the 1st-level spell *longstrider* and have a 1st-level and a 2nd-level spell slot available, you can cast *longstrider* using either slot.

***Spells Known of 1st-Level and Higher.*** You know three 1st-level wizard spells of your choice, two of which you must choose from the divination and transmutation schools from the wizard spell list.

The Spells Known column of the eldritch knight (guy did not put in the table so just use that) will show you how many wizard spells you know. Each of these spells must be a divination or transmutation spell of your choice and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class. you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th. 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be a divination or transmutation spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

***Spellcasting Ability.*** Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through dedicated study and memorization. You use your lntelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Intelligence modifier

**Spell attack modifier** = your proficiency bonus + your Intelligence modifier

#### **Remote Detonation**

Also, at 3rd level, you can set an explosive down as an action and expend a spell slot to magically charge the explosive, the explosive gains an extra 1d6 per spell slot level. You can then use your reaction to cause the explosive to detonate. The magic used enhances the explosive, adding the normal fire damage to the damage caused if a creature fails its Dexterity saving throw. An explosive charged by this feature loses potency after 4 hours.

#### **Arcane Investigator**

Starting at 7th level, you become proficient in the Arcana skill, if you aren’t already. In addition, your proficiency bonus is doubled when you make an Intelligence (Arcana) check.

#### **Elemental Explosive**

Beginning at 11th level, when you throw an explosive, you can expend a spell slot to imbue the explosive with elemental energy. Choose a damage type: acid, cold, fire, lightning, or thunder. The fire and piercing damage dealt by the explosive is changed to the chosen damage type, and the damage is increased by 1d6 for every slot level.

#### **Spell Diffuser**

At 15th level, you learn the dispel magic spell, if you don’t know it already, and it doesn’t count against your spells known. If you already know dispel magic, you can learn another spell from the wizard spell list. You can cast dispel magic twice without expending a spell slot, regaining any expended uses when you finish a short or long rest.

### Font of the Combatant

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#### **Fighting Style**

Beginning when you choose this font at 3rd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can’t take a Fighting Style option more than once, even if you later get to choose again. Choose another at 10th level

***Archery.*** You gain a +2 bonus to attack rolls you make with ranged weapons.

***Defense.*** While you are wearing armor, you gain a +1 bonus to AC.

***Dueling.*** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon,

***Great Weapon Fighting.*** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

#### **Battle Tonic**

Also, at 3rd level, you learn how to use your alchemist’s supplies to make a special draft that carries some restorative properties. You can make one of these tonics when you make explosives during a long rest, or by spending 10 minutes during a short rest. The tonic loses potency after 24 hours. You can only have one tonic made at a time.

You can drink a tonic using a bonus action, and it heals you for 1d8 + your Intelligence modifier.

#### **Survivalist**

Beginning at 7th level, you can use your Wisdom score in place of a d20 roll when you make a Wisdom (Survival) check. You must choose to do this before you make the roll.

#### **Quick Throw**

Starting at 11th level, when you take the Attack action, you can make two attacks instead of one, as long as one of those attacks is made with an explosive.

#### **Dietician**

By 15th level, you know the interactions of chemicals well enough that you can find nutrition in almost anything. You automatically succeed on Wisdom (Survival) checks to find food, no matter the environment or condition.

### Font of the Engineer

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#### **Improved Versatility**

When you choose this font at 3rd level, you gain an additional option from the Versatile Explosive feature. Additionally, when you make explosives and choose to use the Versatile Explosive feature, you can use two options on the same set of explosives. Some options cannot be combined. Incendiary Explosive cannot be combined with Spiked or Sticky Explosives, and Sticky Explosive cannot be combined with Volatile Explosive.

#### **Remote Detonation**

Also at 3rd level, you can set an explosive down as an action and charge the explosive. You can then use your reaction to cause the explosive to detonate. The Versatility used enhances the explosive, adding the normal fire damage to the damage. An explosive charged by this feature loses potency after 8 hours.

#### **Destructive Flashbang**

Beginning at 7th level, a creature that fails its saving throw against your flashbangs, it takes 1d6 thunder damage. Additionally, you can use a Versatile Explosive option when you make flashbangs. Each option provides a different benefit for flashbangs than it does for your normal explosives, as listed below:

***Aerodynamic Flashbang.*** This streamlined casing increases the range of flashbangs made using it to 120 feet.

***Incendiary Flashbang.*** This flammable powder causes flashbangs made with it to give off a fiery explosion, adding 1d6 fire damage to the flashbang’s damage.

***Light Flashbang.*** This lighter casing is easier to throw, allowing you to throw flashbangs made with it as a bonus action.

***Potent Flashbang.*** This powerful component increases the damage dice of flashbangs made using it from d6s to d8s.

***Spiked Flashbang.*** This dangerous casing pierces the target and surrounding creatures with spikes. On a hit, the target takes piercing damage equal to the ability modifier you used to throw the explosive. The thunder damage caused by the flashbang is also increased by the same modifier, due to the shrapnel.

***Sticky Flashbang.*** This adhesive causes a flashbang to stick to the target. Flashbangs made with this component reduce the target’s movement speed by half until the end of its next turn on a hit.

***Volatile Flashbang.*** This powder doesn’t cause thunder damage to the target, but the area of the flashbang increases to a 15-foot radius.

#### **Imploding Explosive**

By 11th level, when you are making explosives you are able to use your extra spare parts to create an imploding explosive.

The explosive has a throwing range of 20 ft./60 ft., and on a hit the target takes 1d12 force damage, is restrained and will take this damage on the next two rounds. Each round for two rounds, after the initial explosion, all characters within 10 feet of the explosion get pulled 5 ft. closer to the point where the explosive went off, and if a character is pulled into the point where the explosive went off they take 1d12 force on the next round and are restrained like the target of the explosive. This happens until, the second round after the initial explosion. Then the explosive blasts all enemies 10ft. away from the initial point of explosion dealing 1d6 piercing damage to all affected.

You can have one imploding explosive at a time as they are made from spare parts. It takes 10 minutes in a short rest to make one imploding explosive or you can craft one as part of a long rest.

#### **Clockwork Explosive**

You take your action to designate one enemy within 100 ft. Then as you place the explosive on the ground it seeks out your designated target. When the clockwork explosive reaches its target, it explodes dealing the regular damage of your explosives to all within 5 ft. of the explosive. The explosives have 10 AC, 15 HP, and can be attacked, but when an explosive dies it explodes. You do not need to make a ranged attack for clockwork explosive to hit the enemy, but if the enemy moves out of the 100 ft. range centered on the area where you activated the clockwork explosive the explosive simply follows the enemy up to till the explosive reaches the edge of the range then it falls on the ground and explodes. Your clockwork explosives can be affected by your versatile explosive option and your improved versatility option.

Your clockwork explosives have a flying speed of 30 ft. and will stay active for 24 hours before they turn back to normal. You can turn up to half of your regular explosives you make into clockwork explosives as part of a long rest or you can take a separate 30 minuets as part of a short rest to build them. You can have an amount of clockwork explosives equal to half the amount of explosives you can normally make.

### Font of the Combat Medic

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#### **Healing Draft**

#### When you choose this font at 3rd level, you learn how to use your alchemist’s supplies to make a special draft that carries some restorative properties. You can make one of these tonics when you make explosives during a long rest, or by spending 10 minutes during a short rest. The tonic loses potency after 24 hours. You can only have one tonic made at a time. You can drink a tonic using a bonus action, and it heals you for (1d8) + your Intelligence modifier per Demolitionist level.

**Healing Smoke**

#### Beginning at 7th level, when you craft smoke grenades, you can choose to infuse these grenades with a mist similar to your healing draft. The smoke from these grenades only lightly obscures those within it, but everything within the mist heals 1d4 + your Intelligence modifier times half your Demolitionist level (rounded up) when the grenade lands and again for each turn they begin the round within or enter the smoke during their turn. The smoke dissipates in 1d4+1 rounds.

#### **Prolonged Effects**

#### By 11th level, you have imbibed enough of your own healing drafts that some remains almost constantly in your system. You gain healing per round equal to your constitution modifier. Additionally, your healing smoke grenades take 2d4+2 rounds to dissipate.

#### **Advanced Healing Smoke**

By 15th level, you have mastered the art of using healing mists to prolong your allies lives. You can spend 1 hour creating a breathing mask which when worn provides the wearer with healing per round equal to your constitution modifier. This device lasts 8 hours before expiring. Refilling an expired device takes half as long as creating a new one. Additionally, you can spend 1 hour to create a device which will infuse a 15 foot radius with a healing mist. Anyone who takes a short rest (30 minutes) in such a mist, is healed to full. Each of these devices expires 7 days after creation.