

MECHROMANCER

A mechromancer is a sight to behold. A warrior clad in clockwork armor humming with arcane power. As he moves, you can see plates shifting, steam venting, and cylinders pumping. You're not certain where the man ends and the machine begins.

Although their physical appearance is quite imposing, it is actually a mechromancer's mind that is their true weapon. They have spent years tinkering and experimenting. Some may have spent much of their lives studying at a college. Others may have wiled away countless hours building insane contraptions in their basements. Regardless, all mechromancers are united by one fact: their brains outgrew the walls they were contained in.

For one reason or another, they have decided to put their knowledge to the test. They will use their skill with arcane machinery to become powerful adventurers and complete whatever task they set their mind to.

CLASS FEATURES

As a mechromancer, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per mechromancer level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per mechromancer level after 1st

PROFICIENCIES

Armor: None

Weapons: Simple weapons

Tools: Artisan's tools (tinker's tools)

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Athletics, Arcana, History, Investigation, Insight, Medicine, Intimidation, Persuasion

EQUIPMENT

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

- A tinker's weapon
- A tinker's chassis
- Artisan's tools (tinker's tools)
- 100 gold worth of tinker's parts
- A dagger
- (a) a sling or (b) a light crossbow
- (a) a scholar's pack or (b) an explorer's pack
- (a) an arcane focus or (b) a component pouch

ARMS OF THE TINKMASTER

A mechromancer's power comes from his equipment. At 1st level this equipment might look strange. An asymmetrical hodgepodge of some plates, a few gears, and a piston or two. But a mechromancer is constantly improving his work. Downtime, time when his companions are sleeping, even time while walking can all be spent tinkering and enhancing. Eventually, these enhancements become visible. A mechromancer's growth can be seen by his armor. What was once a mess of mechanical contraptions becomes a cohesive technological masterpiece.



THE MECHROMANCER

Level	Proficiency Bonus	Features	1st	2nd	3rd	4th	5th
1st	+2	Arms of the Tinkmaster, Supply Chain, Machinist's Mind, Artificer	—	—	—	—	—
2nd	+2	Mechamagic, Emergency Power	2	—	—	—	—
3rd	+2	Mechromancer Archetype, Stealth Mode	3	—	—	—	—
4th	+2	Ability Score Improvement	3	—	—	—	—
5th	+3	Tinkmaster's Weapons Improvement	4	2	—	—	—
6th	+3	Hydraulic Joints	4	2	—	—	—
7th	+3	Mechromancer Archetype feature	4	3	—	—	—
8th	+3	Ability Score Improvement	4	3	—	—	—
9th	+4	—	4	3	2	—	—
10th	+4	Mechromancer Archetype feature	4	3	2	—	—
11th	+4	Tinkmaster's Weapons Improvement	4	3	3	—	—
12th	+4	Ability Score Improvement	4	3	3	—	—
13th	+5	—	4	3	3	1	—
14th	+5	Versatile Gagdets	4	3	3	1	—
15th	+5	Man or Machine	4	3	3	2	—
16th	+5	Ability Score Improvement	4	3	3	2	—
17th	+6	—	4	3	3	3	1
18th	+6	Tinkmaster's Goggles	4	3	3	3	1
19th	+6	Ability Score Improvement	4	3	3	3	2
20th	+6	Mechromancer Archetype feature	4	3	3	3	2

"But what makes the mechromancer so special?" you might ask. "Couldn't anyone put on the suit and become just as powerful?" Alas, it is not so simple. A mechromancer controls his equipment through the arcane knowledge and power that he has spent a great deal of time acquiring. Someone unfamiliar with these things would have no chance of operating the armor. Indeed, even mechromancers themselves have extraordinary difficulty controlling the work of others.

SPECIALIZATION

As a mechromancer, you must choose where to dedicate your brain power. Would you rather think more about how to improve your suit's physical strength, or instead focus on making your magical implements more potent?

Starting at 1st level, you have a pool of specialization points that is equal to your Intelligence modifier. You may split this pool however you like between two scores: Physical Specialization, abbreviated PS, and Magical Specialization, abbreviated MS. These scores will be used for some of your mechromancer features.

Whenever your Intelligence modifier increases by one, you may add another point to either your PS or your MS.

TINKMASTER'S CHASSIS

While you are wearing your tinkmaster's chassis, your Armor Class equals $10 + \text{your Intelligence modifier} + \text{your Constitution modifier}$. In addition you have disadvantage on all Dexterity (Stealth) rolls.

If at any point you would like to add a specific piece of armor to your chassis, you may spend time and resources incorporating it into the suit. The duration and cost of the process is determined by how dramatic the change must be. If you only need to swap out pauldrons, it will take 2 hours and 10 gold worth of tinker's parts. If you have an entire suit of armor and need to essentially rebuild the chassis around it, the process will take four days and 500 gold worth of tinker's parts. Your dungeon master must decide anything in between. Once the enhancement is complete, you will benefit from any magical properties of the armor, but it will not affect your base AC calculation.

Donning your tinkmaster's chassis takes 10 minutes and doffing it takes 5. If your character's race size is smaller than medium, you are considered one size larger whenever wearing your chassis.

TINKMASTER'S WEAPONS

At 1st level you may choose a weapon from the martial melee weapons list which does not possess the *two-handed* or *thrown* property. If it has the *versatile* property, you are considered to be wielding it with one hand. You have rigged this weapon directly onto your chassis. It is now your tinkmaster's weapon. You are proficient with any tinkmaster's weapon and cannot be disarmed. You are not considered to be holding a tinkmaster's weapon for the purposes of interacting with objects or fulfilling the somatic component of spells. Additionally, with a tinkmaster's weapon, you may add your PS score to your attack and damage rolls.

At fifth level, your chassis can support much more firepower. You may choose to attach a second tinkmaster's weapon to your suit. It must be a melee weapon and it cannot possess the *two-handed* or *thrown* property. If it is *versatile* then you are considered to be wielding it with one hand. The augmentation costs 15 gold worth of tinker's parts. Once you have completed the augmentation, whenever you take an attack action, you may attack once with each of your tinkmaster's weapons.

Your weapons are attached using moving apparatus that make them hit harder than normally possible. Add 1d4 to a weapon's damage die if you are using it as a tinkmaster's weapon. At 11th level, the mechanisms have become dramatically more complex and effective. Add 1d12 to the damage die instead of 1d4. The cost of this 11th level improvement is 30 gold worth of tinker's parts.

If at any time you would like to replace your tinkmaster's weapon, you may spend 6 hours and 15 gold worth of tinker's parts removing the old one and rigging up the new one. The new weapon must be melee range and cannot possess the *two-handed* or *thrown* property. If it is *versatile* then you are considered to be wielding it with one hand. If the weapon is magical, it takes a full day and 40 gold worth of tinker's parts, as the process is more complicated.

MACHINIST'S MIND

You have a knack for engineering. You can spend time and resources creating mechanical devices such as traps, alarms, or clockwork machines. The time investment and cost of the device is dependent on its complexity. You may be required to pass an Intelligence check to see if your device works as intended. Your Dungeon Master must decide the specifics for any given endeavor.

You can also add small amounts of magic to your devices. They can produce any of the effects listed under the prestidigitation cantrip.

SUPPLY CHAIN

Mechromancers require specific tools and parts to upgrade their equipment. Such items tend to be hard to find while adventuring around the world. As a result, every mechromancer has figured out a way to obtain these vital resources while on the move.

Some may know a powerful shopkeeper who can teleport the items directly to them. Some may carry a tracking device and every so often a flying messenger will find them and provide a new shipment. Some may have a wealthy family with a large store of parts that is magically accessible from anywhere.

Decide on a method through which you can obtain your tinker's parts while adventuring. Often this method is not free and you will have to use some of your gold to keep progressing through mechromancer levels. Your DM may allow you to get better (or worse) prices on tinker's parts than what is listed here. If you cannot provide the tinker's parts necessary for a particular class feature, you do not gain the benefits of that feature. Additionally, you are not able to gain any features past that one. Once the parts are provided for the feature in question, you gain its benefits and can progress as normal.

ARTIFICER

As a mechromancer, you've been working with magical objects for years as long as you can remember. You know how to figure them out. You can spend 10 minutes examining an object with your tinker's tools. If it is a magic item or some other magic imbued object, then during this time you learn its properties and how to use them, if it requires attunement to use, and how many charges it has, if any. You also learn the level and school of any spells that are affecting the item.

MECHAMAGIC

By 2nd level, you have learned how to imbue magical power into your equipment augmentations. See chapter 10 for the general rules of spellcasting and see below for the mechromancer spell list.

CREATING GADGETS

The Mechromancer table shows how many gadgets you have at each level. Gadgets are powerful enhancements you make to your weapons and armor. Each one contains a spell that can be activated at any time.

Whenever you get a new gadget, you choose a spell from the mechromancer spell list. The spell must be of a level equal to or less than the gadget level. The gadget will contain the chosen spell. Also, whenever you gain a level you may replace one of your gadgets with another of the same level. Creating or replacing a gadget requires 5 gold worth of tinker's parts per gadget level. You cannot gain a new gadget or replace an existing one until you are able to provide the necessary tinker's parts.

CASTING SPELLS

A mechromancer's spellcasting is very different from other arcane casters. Mechromancers do not chant incantations or read from a book. Instead, they spend time beforehand tinkering with magical devices, and then unleash their devices' power on the battlefield.

At any time, you may expend a gadget and cast the spell that it contains. While casting, you ignore all of the components listed for the spell. Instead you must only perform a somatic component. The spell is cast at the level of the gadget. So if a 1st level spell is placed in a 2nd level gadget, it will be cast as a 2nd level spell.

You regain all expended gadgets after a long rest. In order to successfully regain a gadget in this way, you must be able to provide all of the components listed for the spell it contains during the rest. You are expected to have spent time during the rest restoring your equipment.

MECHROMANCER ARCHETYPES

Unfortunately, even as a mechromancer, you can't do it all. You must choose one of three different paths to go down.

UNSTOPPABLE

You like to make an impression. No adversary will soon forget the metal man tearing his way through the front line with fire and magic. You have chosen to make your suit more mobile and have a more explosive effect on the battlefield.

JUMP JETS

This upgrade costs 20 gold worth of tinker's parts.

At 3rd level, you have attached rocket boosters to your chassis' boots. Some have said that this is ill-advised, but you know better. They're all just jealous because you can achieve fiery bursts of speed and elevation.

You may choose between two options.

- Use a bonus action to move a number of feet up to your Intelligence score in any direction (including up). Opportunity attacks made against you during this movement have disadvantage.
- Use an action to move a number of feet up to $5 + \text{your Intelligence score}$ in a straight line in any direction (including up). The first creature you hit in this movement halts your progress and you force it to make either a Strength or a Constitution saving throw against your spell save DC. On a failure, it takes 2d6 bludgeoning damage. If it failed the Strength saving throw, the creature is pushed back 10 feet. If it failed the Constitution saving throw, the creature falls prone. On a successful save, the creature takes half damage and does not move or fall prone. If the creature is larger than you by two sizes or more, it automatically succeeds on the saving throw. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

HEADLIGHTS

This upgrade costs 20 gold worth of tinker's parts.

At 7th level, you have equipped your suit with incandescent bulbs capable of producing bright light. As an action you can create a 100 foot cone of light originating from yourself. The first 50 feet of the cone is bright light, and the last 50 feet is dim light. It is considered 0th level magical light for the purposes of being dispelled. You can move the cone in a different direction or dismiss it at any time.

You've also realized that charging down enemies with headlights glaring can completely halt them in their tracks. When you move from greater than 10 feet away to within 5 feet of a group of creatures, you may use an action to attempt to stun them. Each creature within 5 feet of you must make a wisdom saving throw against your spell save DC. On a failure, the creature is stunned until the end of your next turn. Any damage to the creature ends the effect on it. If the creature can't be blinded or can't be frightened, it automatically succeeds on the saving throw. You must finish a short or long rest before you can use this feature again.

ROCKET FIST

This upgrade costs 50 gold worth of tinker's parts.

At 10th level, you have created an advanced gauntlet to wear on one of your hands. With an explosion of compressed air, you can launch this gauntlet at a far off object. A strong, retracting tether connecting the flying glove to your chassis ensures that it will not be lost.

You may use your action to do one of the following things:

- Strike a creature you can see within 90 feet. That creature makes a Dexterity saving throw against your spell save DC. On a failure, the creature takes $6d12$ magical bludgeoning damage, and on a success it takes half damage. The damage increases to $8d12$ at 14th level and $10d12$ at 18th level.
- Grab a creature or object you can see within 90 feet. If the creature is unwilling, make a grappling attack against it. On a success, the creature is considered grappled. On a failure (or the creature escapes your grapple on a subsequent turn), your grab ends and your gauntlet retracts. If the grabbed object or creature is your size or smaller, you may use a bonus action to move it to any unoccupied space between you and it. If it is one size larger than you, you must use a full action to move it. If it is larger than that or immovable, you may use a bonus action to move yourself to any unoccupied space between you and it. If there are any creatures in the way of this movement, they must make a Dexterity saving throw against your spell save DC. On a failure, the obstructing creature is knocked prone and both it and the moving object take 2d6 bludgeoning damage. At any time you may choose to end your grab and retract your gauntlet.

You must finish a short or long rest before you can use this feature again.

OVERDRIVE

This upgrade costs 250 gold worth of tinker's parts.

By 20th level, you have unlocked your full potential as a mechromancer. Your enemies will cower before your titanic might.

As an action, you may enter overdrive for 1 minute. While in overdrive you gain the following benefits.

- Your movement speed and jump jet movement both increase by 50%.
- Whenever you take the attack action with your tinkmaster's weapons you may make a third attack with either one.
- All of your gadgets which contain spells that have a casting time of one action, now have a casting time of one bonus action.

When the minute ends, you immediately suffer one level of exhaustion. Once you use this feature, you can't use it again until you finish a long rest.

IMMOVABLE

TBD - Tankier version

UNKNOWNABLE

TBD - Subtler, more out of combat utility

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your mechromancer spells, since their power derives from your mechanical prowess. You use your Intelligence whenever a spell refers to your spellcasting ability. However, when a spell refers to your spellcasting ability modifier, you use your MS score not your Intelligence modifier.

Spell save DC = 8 + your proficiency bonus + MS

Spell attack modifier = your proficiency bonus + MS

SPELLCASTING FOCUS

You can use an arcane focus (found in chapter 5) as a spellcasting focus for your mechromancer spells. Dissimilarly to other casters, you use this focus while regaining gadgets instead of while casting spells.

EMERGENCY POWER

This upgrade costs 10 gold worth of tinker's parts.

At 2nd level, you have learned that it is important to always be prepared for the worst. You have installed a backup store of magical energy in your chassis. When you are reduced to 0 hit points and are not killed outright, you can choose to discharge this battery and drop to 1 hit point instead. Arcane power courses through your chassis. Until the start of your next turn, you gain advantage on all saving throws and your armor class increases by 4. You must finish a long rest before you can use this ability again.

MECHROMANCER ARCHETYPE

When you reach 3rd level, you must choose how you want to continue progressing with your technology. Do you want to be Unstoppable, Immovable, or Unknowable? Your choice grants you features at 3rd level and again at 7th level, 10th level, and 20th level.

STEALTH MODE

This upgrade costs 10 gold worth of tinker's parts.

Also at 3rd level, you have figured out how to force your chassis into a quiet, low-power state. You may use an action to enter stealth mode. While in stealth mode, you cannot use any of your mechromancer spells or abilities. Additionally, your melee attacks do not benefit from the extra damage die granted by tinker's weapons. However, while in this state you no longer have disadvantage on Dexterity (Stealth) checks. You may use another action to exit stealth mode, but it is a noisy affair. All creatures within 120 feet of you can hear your suit coming back online.

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.

HYDRAULIC JOINTS

This upgrade costs 15 gold worth of tinker's parts.

Starting at 6th level, you augment your armor with powerful actuators around the joints. While wearing your tinker's chassis, you may add 1+PS to any strength



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check or saving throw. Also, when jumping you may add 2 x (1+PS) to the distance for a running long jump and 1+PS to the distance for a standing long jump. You may add half of that distance (rounded down) for the corresponding high jump.

Moreover, your unarmed strikes become far more potent. When you take an attack action to make an unarmed strike, you may attack once with each hand. The damage die is 1d4 and you may add your PS to the attack and damage rolls.

VERSATILE GADGETS

This upgrade costs 125 gold worth of tinker's parts.

Starting at 14th level, you have figured out how to add greater nuance and flexibility to your gadgets. All of your gadgets which are 4th level or higher, and one 3rd level gadget, can now contain two spells instead of one. These spells must be of the same school of magic. When you expend one of these gadgets, you choose which of the two spells you would like to cast.

MAN OR MACHINE

This upgrade costs 50 gold worth of tinker's parts.

By 15th level, you have begun to transcend your biological form. The chassis has become a natural extension of your body. There are parts of it that you physically cannot take off anymore.

Problems you have with muscles or joints can be solved with the right application of mechanical genius. You no longer suffer any of the negative effects of old age. You still appear to age, however, and your lifespan does not change.

TINKMASTER'S GOOGLES

This upgrade costs 200 gold worth of tinker's parts.

At 18th level, you have designed incredibly sophisticated eyewear to improve your sight. While wearing it you gain the following benefits.

- You can clearly make out any unobstructed object within one mile of you.
- You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light.
- You have advantage on all Intelligence checks and saving throws against visual illusions.
- Out to 10 feet, you can see in normal darkness and magical darkness, you can see invisible creatures and objects, and you automatically detect visual illusions and succeed on saving throws against them.

MECHROMANCER SPELLS

1ST LEVEL

Burning Hands
Chromatic Orb
Color Spray
Cure Wounds
Detect Magic
Detect Poison and Disease
Expeditious Retreat
Fog Cloud
Force Field*
Grease
Identify
Magic Missile
Ray of Sickness
Searing Smite
Shield
Sleep
Thunderous Smite
Thunderwave

Witchbolt

2ND LEVEL

Anti-Gravity*
Blindness/Deafness
Blur
Cloak Field*
Darkness
Empowered Weapons*
Flaming Sphere
Gust of Wind
Lesser Restoration
Locate Object
Melf's Acid Arrow
Scorching Ray
Shatter
Skeleton Key*
Van Der Waals Force*
Web

3RD LEVEL

Aura of Vitality
Blinding Smite
Clairvoyance
Crusader's Mantle
Dispel Magic
Elemental Empowered Weapons*
Fireball
Flight*
Glyph of Warding
Lightning Bolt
Revivify
Stinking Cloud
Turbo*
Vampiric Touch

Arcane Armor*

Arcane Eye
Confusion
Dimension Door
Fire Shield
Locate Creature
Staggering Smite
Wall of Fire

5TH LEVEL

Banishing Smite
Cloudkill
Cone of Cold
Destructive Wave
Rary's Telepathic Bond
Telekinesis
Wall of Force

4TH LEVEL

Advanced Cloak Field*

*See descriptions below

SPELL DESCRIPTIONS

ADVANCED CLOAK FIELD

Equivalent to the spell *Greater Invisibility*, except you can only cast it on yourself.

ANTI-GRAVITY

Equivalent to the spell *Levitate* except you can only cast it on yourself.

ARCANE ARMOR

Equivalent to the spell *Stoneskin*, except you can only cast it on yourself.

CLOAK FIELD

Equivalent to the spell *Invisibility*, except you can only cast it on yourself.

ELEMENTAL EMPOWERED WEAPONS

Equivalent to the spell *Elemental Weapon*, except it affects both of your tinkerer's weapons and it cannot be cast on any other weapons.

EMPOWERED WEAPONS

Equivalent to the spell *Magic Weapon*, except it affects both of your tinkerer's weapons and it cannot be cast on any other weapons.

FLIGHT

Equivalent to the spell *Fly*, except you can only cast it on yourself.

FORCE FIELD

Equivalent to the spell *Shield of Faith*, except you can only cast it on yourself.

SKELETON KEY

Equivalent to the spell *Knock*, except the range is touch.

TURBO

Equivalent to the spell *Haste*, except you can only cast it on yourself.

VAN DER WAALS FORCE

Equivalent to the spell *Spider Climb*, except you can only cast it on yourself.