

# ARTIFICER

Artifice is a secretive art in Asha, pushing the boundaries of technology using the mystical underpinnings of the universe to make mechanical marvels. Not every blacksmith or inventor can be labeled an Artificer. It requires dedication, a touch of genius, and a sense of wonder that can be discovered if one knows how to look for it.

## INTELLECTUALS

Artificers rely on their intellect more so than their brawn in combat. Specifically, they create devices and inventions that can assist them in difficult situations. While some avoid direct confrontation in favor of letting their inventions doing the work for them, a skilled Artificer can make for quite the formidable adversary when push comes to shove.

## BETWEEN THEORY AND PRACTICE

An Artificer's art lies somewhere between theory and practice. Preparation is essential to overcoming any obstacle; when there's a problem, there's a device for it. But an Artificer is concerned with results. Mere theory is insufficient and imprecise. Artificer's need data, and data requires experimentation, and there is rarely enough time to explore and analyze everything one dreams up.

## A FIELD OF STUDY

Nothing excites an Artificer quite like uncovering a new metal or discovering a new source of energy. Each Artificer has a field of study in which they have either discovered or been taught that taps into a source of power that infuses each of their inventions. This source can be magical, mundane, or elemental in nature; but in all cases it unlocks the potential for exciting new discoveries.

## BOUNDLESS IMAGINATION

An Artificer is not the sort to be limited by what already exists or by conventional wisdom. They combine all the tools at their disposal to go beyond -



to discover new boundaries and promptly exceed them. Few things can stand in the path of an Artificer with a mind to change the world. All Artificers are united by their curiosity and inventive nature. To an Artificer, science is an evolving art, where leading edge discoveries continue to push the field further ahead with each passing year.

## TO BOLDLY GO

In Artificer circles, new inventions and strange discoveries create the most excitement. Those who wish to make their mark must innovate, creating something fresh, rather than iterating on familiar designs. This drive for novelty can push an Artificer to become an adventurer. Asha's cities and populated regions have long since been explored. Thus, they seek the frontiers of civilization in hopes of making the next great discovery.

# ARTIFICER

Level	Prof. Bonus	Features	Breakthrough Innovations
1st	+2	Field Of Study, Create Contraption	
2nd	+2	Strategic Strike, The Right Tool For The Job	
3rd	+2	Signature Device, Field Of Study Specialization	
4th	+2	Ability Score Improvement, Breakthrough Innovation	1
5th	+3	Advanced Contraptions, Extra Attack	1
6th	+3	Tool Expertise, Field Of Study Specialization, Breakthrough Innovation	2
7th	+3	Flash Of Genius	2
8th	+3	Ability Score Improvement, Breakthrough Innovation	3
9th	+4	Uncommon Knowledge	3
10th	+4	Breakthrough Innovation, Reconfigure	4
11th	+4	Work Smarter Not Harder	4
12th	+4	Ability Score Improvement, Breakthrough Innovation	5
13th	+5	—	5
14th	+5	Field Of Study Specialization, Breakthrough Innovation	6
15th	+5		6
16th	+5	Ability Score Improvement, Breakthrough Innovation	7
17th	+6	Genius	7
18th	+6	Breakthrough Innovation	8
19th	+6	Ability Score Improvement	8
20th	+6	Soul of Artifice, Breakthrough Innovation	9

## CLASS FEATURES

### HIT POINTS

**Hit Dice:** 1d8 per Artificer level

**Hit Points:**  $1d8 + \text{your Intelligence Modifier}$

### PROFICIENCIES

**Armor:** All Armor, Shields

**Weapons:** Simple weapons, Martial Weapons

**Tools:** Tinker Tools

**Saving Throws:** Wisdom, Intelligence

**Skills:** Choose two from Arcana, History, Insight, Medicine, Persuasion, and Investigation



## FIELD OF STUDY

At 1st level, you have harnessed and mastered a power that many others dare not wield. This source may be arcane, natural or mundane in origin. Choose from one of the fields of study, which grants you additional features at 3rd, 6th and 14th levels.

## CREATE CONTRAPTION

At 1st level, you have proficiency with Tinker's Tools, and if these tools are in your possession may spend a short rest creating a clockwork device. Using these tools, you may spend 1 hour and 1 gold worth of material to construct a small makeshift device. The device ceases to function after a number of hours equal to your Artificer level (unless you spend a short rest repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have a number of devices active at one time equal to your Intelligence modifier.

All devices have an AC of 5 and 1 hitpoint. They must also be wound up as a bonus action in order to function. The device can be set to activate at a given trigger (pressing a button, impacting against something, etc) or after a certain amount of time.

**Clockwork Toy.** This toy is a clockwork animal, monster or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes small noises as appropriate to the creature it represents.

**Fire Starter.** The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires an action.

**Music Box.** When opened, the music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

**Noise Maker.** When activated, creates a loud noise to be used as a distraction. Can imitate any known creature Large or smaller, as well as natural sounds like thunder. It can not imitate voices.

**Timer.** A small clockwork timer that vibrates once its duration is reached (up to 12 hours).



## THE RIGHT TOOL FOR THE JOB

At 2nd level, you learn how to produce exactly the tool you need: with Tinker's Tools in hand, you can craft one set of artisans tools in an unoccupied space within 5 feet of you. This creation requires 1 pound of material and 30 minutes of uninterrupted work, which can coincide with a short or a long rest. The tools are makeshift, and are no longer useful after 24 hours.

Alternatively, you may construct a set of Tinker's Tools during an uninterrupted 5 hours of work using 5 gold worth of material. The tools are of normal quality.

## SIGNATURE DEVICE

At 3rd level, while you are always creating inventions, there is one that represents your preeminent work, the one that you hope - with refinement - might change the world. Choose one innovation as your magnum opus: armor, weapon or automaton. If your innovation is destroyed, you can spend 1 day of downtime to rebuild it. This innovation only works due to your constant maintenance and tinkering, and therefore has no market price and will cease functioning in a number of weeks equal to your Intelligence modifier without your supervision. While you are automatically proficient with the device, nobody else is.

## 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.

## BREAKTHROUGH INNOVATION

At 4th level you have become an expert in tinkering with your signature device. You gain one breakthrough innovation that you can apply to it, making it unique in its functioning.

**Flash Bang.** You craft an explosive device that explodes in a flash of light or smoke. You can throw the device to a range of 30 feet. At the point of impact, all creatures within a 10 foot radius must succeed on a Dexterity saving throw or be blinded until the start of your next turn.

## STRATEGIC STRIKE

At 2nd level you may strike carefully and with forethought to deal a telling blow. When you make your first attack on your turn, you can decide to attack strategically granting you advantage on the attack and an additional 1d6 precision damage, but give up your bonus action and reaction.

## ADVANCED CONTRAPCTIONS

At 5th level, you can use your Tinker's Tools to create advanced contraptions by spending 2 hours and 5 gold worth of material. These contraptions follow the same rules as the smaller contraptions you could make at 2nd level and count towards the number of active contraptions.

**Mechanical Mount.** A four-legged mechanical creature that can handle any terrain without trouble. A compartment under the saddle holds gear and supplies. It continues to walk in a straight line until you pull on the reins to change direction or stop.

**Everything Tool.** This contraption contains a tool for nearly every situation an adventurer might face. Housed within its compact case are over two dozen implements including: a tiny hammer and anvil for repairing armor and equipment; a fold-out magnifying lens; a miniature abacus; a set of thieves tools, a collapsible 1-foot ruler; a diminutive compass / astrolabe / sun dial, a selection of small blades, scissors, and pliers; a retractable 10 foot pole; a fold out camp chair; and flint for starting fires.

**Smoke Bomb.** As an action, you can use this to create a fog cloud centered on yourself. The fog spreads around corners and its area is heavily obscured. It lasts a number of rounds equal to your Intelligence modifier. You can set the radius to 5, 10, 15 or 20 feet.

**Lie Detector.** A device with two small lights that assist in detecting lies. The device has 3 charges and each charge grants you advantage on an Insight check. Once the third charge is used, the contraption is destroyed and the parts unsalvageable.

## EXTRA ATTACK

At 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

## TOOL EXPERTISE

Starting at 6th level, your proficiency bonus is doubled for any ability check you make that uses your proficiency with a tool.

## FLASH OF GENIUS (ARTIFICER)

### # TIMES EQUAL TO YOUR INTELLIGENCE MODIFIER

Starting at 7th level, you gain the ability to come up with solutions under pressure. When you or another creature you can see within 30 feet of you makes an ability check or a saving throw, you can use your reaction to add your Intelligence modifier



to the roll.

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

## UNCOMMON KNOWLEDGE

At 9th level, your experimentation and research has gained you knowledge on weird and wonderful things. Whenever you make an Intelligence (History) or Intelligence (Arcana) check you may treat a d20 roll of 9 or lower as a 10.



## RECONFIGURE

At 10th level, you excel at adjusting and reconfiguring your signature device. You can attempt to change the breakthrough innovations on your device by spending 1 day of downtime tinkering with it and attempting an Intelligence check with a DC of 15. On a success, you can change one breakthrough innovation you've chosen for a different innovation for which you meet the prerequisites.

## WORK SMARTER NOT HARDER

At 11th level, you can use your Intelligence modifier instead of Dexterity or Strength for the attack and damage rolls with all weapons. You may also use

your Intelligence vs Strength modifier when making a Strength (Athletics) or Strength saving throw.

## GENIUS

At 17th level, your Intelligence score increases by 2, up to a maximum of 22.

## GENIUS

At 20th level, your Intelligence score increases by 6, up to a maximum of 26. In addition, whenever you roll a 9 or lower on an Intelligence check, you can choose a 10 instead.

# SYMPATHY

Sympathy, while often misunderstood as such, is not magic. It stands as an enigmatic science, rooted in the art of energy manipulation. At its core, this captivating field revolves around an intrinsic system where the very fabric of the world is woven with latent sympathies - intricate threads of connection intertwining objects and elements. Within these threads, Artificers wield the power to exploit these hidden bonds, creating extraordinary effects.

## CONNECTION: LIKE AFFECTS LIKE

Sympathy operates on a profound principle: the universal law of similarity. It's a cosmic understanding that likens the world to a vast web, where links between objects can be meticulously woven. The Artificer's expertise lies in crafting these links between like entities. Only objects that share a similarity can be bound. When this connection is established, an intriguing phenomenon emerges: whatever is done to one object will affect the other. It is as if the two share a secret language.

For example, if an Artificer creates a sympathetic link between two coins, they may move both coins equal distances by exerting force on only one. The coin that is not directly acted on by the Artificer will move with the same force and direction as the coin that was acted upon. The mystique deepens when moving one of the coins will require as much force as moving both - the weight of the coin doubles. This is because energy cannot be created or destroyed.

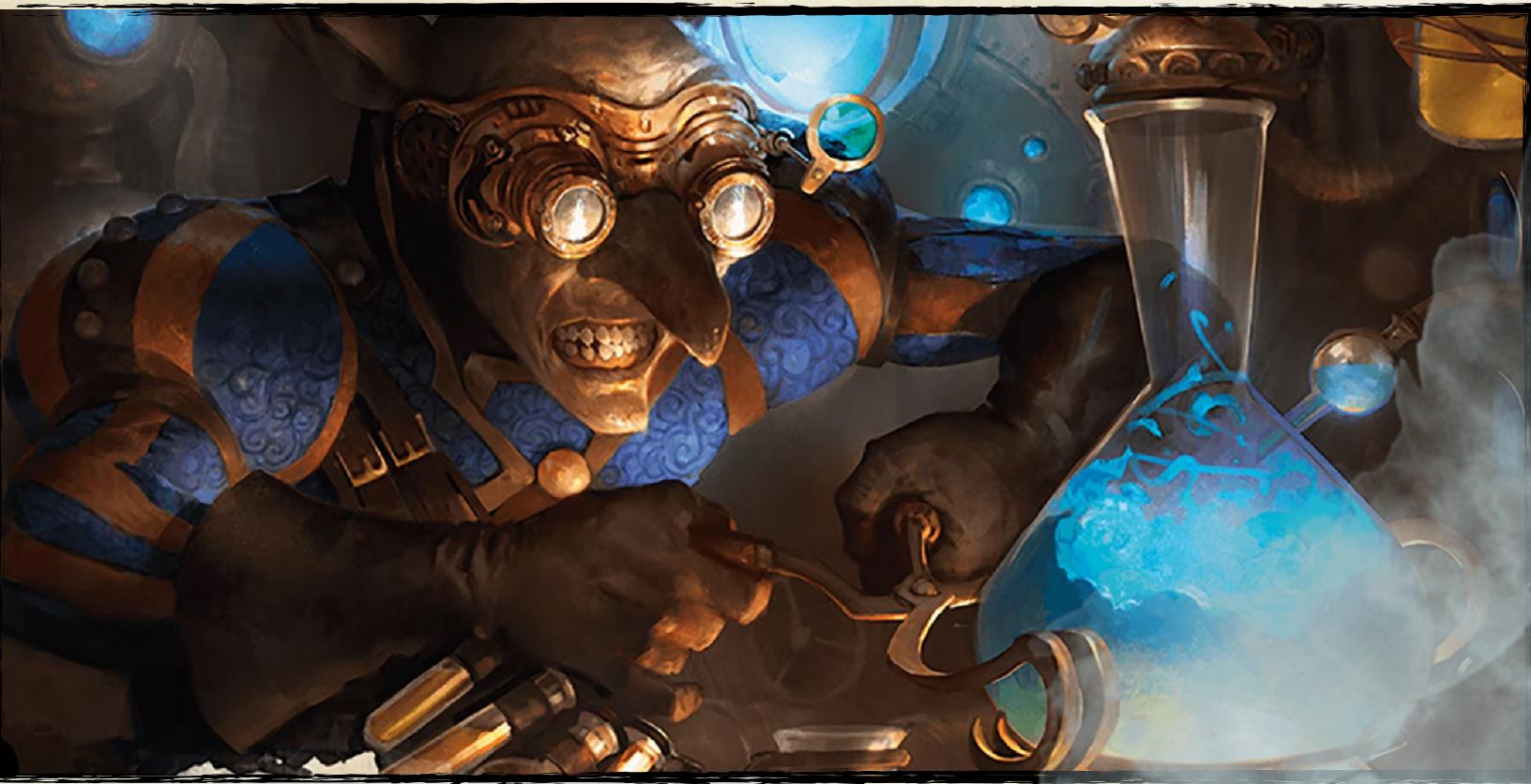
## LIMITATIONS AND CHALLENGES

While Sympathy offers vast potential, its application is not without limitations and challenges. The

effectiveness of the sympathetic link depends on the strength of the connection between the source and the target. Creating precise links often requires an in-depth understanding of the objects and forces involved, as well as the creativity to find relevant connections. Two coins of similar metal are strong bonds, a coin and a dagger while both metal are weak bonds, and a coin and a tree branch are so far removed it is difficult for them to bond at all.

Weight and Energy transference can also create challenges in weak bindings. A pebble can be linked to a boulder with the pebble becoming the weight of the boulder. Similarly, that boulder linked to a leaf would be such a weak bond that the leaf would weigh as much as multiple boulders. What is dangerous, is that the excess energy required from the leaf to move the boulder (known as slippage) bleeds into the Artificer as damage to the body.





## FIELDS OF STUDY

An Artificer's Field Of Study holds the key to the power source that is at the center of every object they create. It causes their inventions to move or gifts them with infusions that make them do wonderful and miraculous things.



### ARCANE SOURCE

The very fabric of energy that underpins Wizardry and Sorcery can be manipulated to breathe life into objects.



### ELEMENTAL SOURCE

The primordial forces of Fire, Earth, Air, and Water have not only given birth to the Universe but can be harnessed and controlled.



### MUNDANE SOURCE

Gears, steam and springs offer a power to transform raw materials into marvels of functionality without relying on overt magic.



### ELDRITCH SOURCE

Tapping into otherworldly dimensions to harness forces from the darkest corners of the multiverse. It pulses with chaotic, sentient power.

# ARCANE SOURCE

While Wizards study Magic, and Sorcerers are born with a knack; You understand Magic in a more practical sense. Learning to harness Mana itself, your inventions become able to perform feats of engineering that break the laws of physics.

## ARCANIST

You gain proficiency in the Arcana skill. If you are already proficient, you can choose another skill to gain proficiency. You also gain access to one Wizard Cantrip.

## SPELLCASTING ABILITY

At 3rd level, you have studied the workings of magic and how to cast spells, channeling the magic through your Signature Device. To observers, you don't appear to be casting spells in a conventional way; you appear to produce wonders from your Signature Device.

You begin with 2 cantrips of your choice from the Wizard spell list and gain an additional Cantrip at 10th level. Intelligence is your spell casting ability for your Wizard spells, since you learn your spells through study and memorization. You use your Intelligence whenever a spell refers to your spell casting ability.

**Spell Save DC** = 8 + proficiency bonus +  
Intelligence modifier

**Spell Attack Modifier** = proficiency bonus +  
Intelligence modifier

Your Signature Device acts as your arcane focus.

## SPELL-STORING ITEM

At 6th level, you can now store a spell in a mundane item or contraption of your creation. You can store a spell that requires 1 action to cast and expend 1 spell slot. This slot is considered lost until the device is activated. While holding the object, a creature can take an action to produce the spell's effect from it, using your spell casting ability modifier. If the spell

## ARCANE SOURCE SPELLCASTING

Level	Cantrips Known	Spells Known	— Spell Slots per Spell Level —			
			1st	2nd	3rd	4th
1st	1	-	-	-	-	-
2nd	1	-	-	-	-	-
3rd	2	3	2	-	-	-
4th	2	4	3	-	-	-
5th	2	4	3	-	-	-
6th	2	4	3	-	-	-
7th	2	5	3	2	-	-
8th	2	6	4	2	-	-
9th	2	6	4	2	-	-
10th	3	7	4	3	-	-
11th	3	8	4	3	-	-
12th	3	8	4	3	-	-
13th	3	9	4	3	2	-
14th	3	10	4	3	2	-
15th	3	10	4	3	2	-
16th	3	11	4	3	3	-
17th	3	11	4	3	3	-
18th	3	11	4	3	3	-
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

requires concentration, the creature must concentrate.

## NATURAL ATTUNEMENT

At 14th level, you have gained such a familiarity with the foundations of magic that you gain the benefits of most enchanted item attunements intuitively. By spending an action, you can attune to an enchanted item. You may only have a maximum of 5 items attuned at one time.

# MUNDANE SOURCE

With gears, springs, and sprocket it is possible to make creations that rival the power of The First Age. For those that utilize this source, they consider it to be more pure than the rival sources.

## EFFICIENT CONSTRUCTION

The amount of gold and time you must spend to make contraptions is halved and the time they can power themselves is doubled.

## OVERCLOCK

### *ONCE PER LONG REST*

At 3rd level, you can make your Signature Device perform beyond what it is normally capable of. Once per long rest you can overclock your device and perform 3 actions on one turn, however for the next 2 following turns, you cannot perform actions (bonus actions, movement and reactions are still usable for these 2 turns).

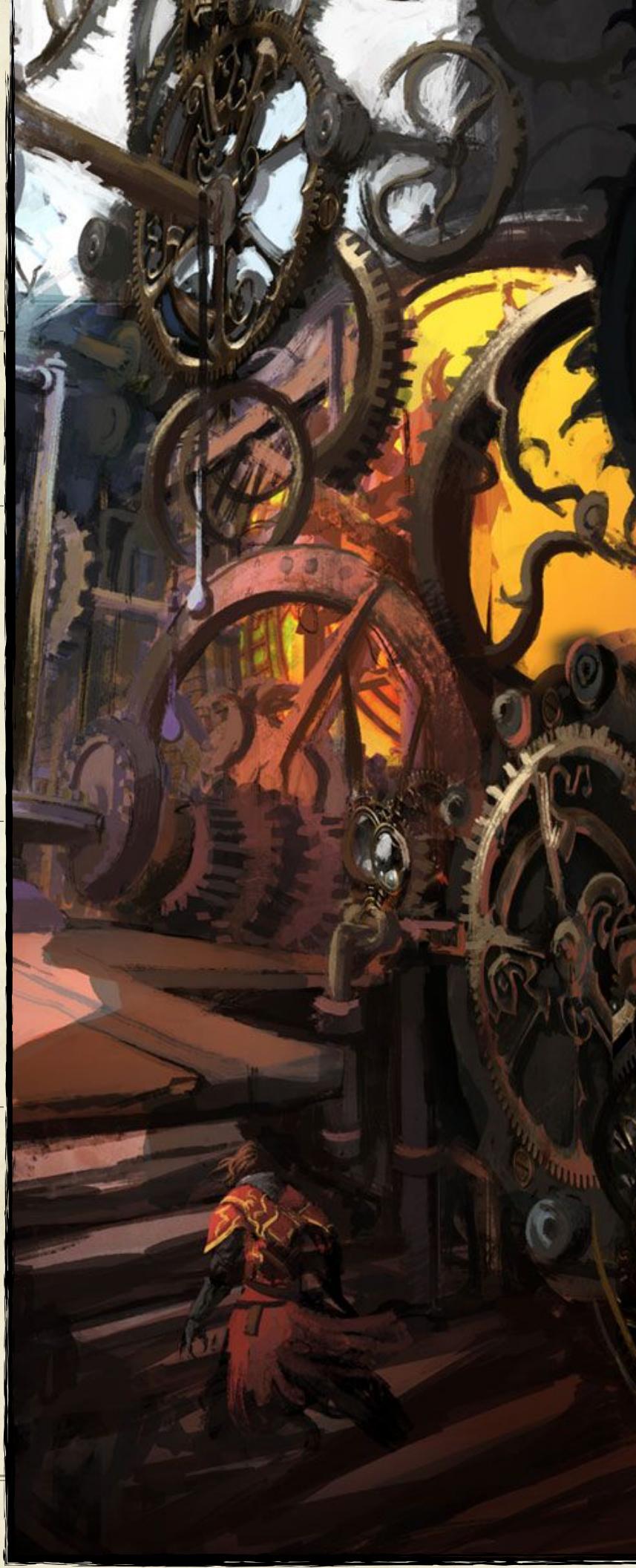
## REFINEMENT

Starting at 6th level, your understanding of craft allows you to improve weapons. By spending 1 hour with a nonmagical weapon, your tinker's tools and 1 gp of materials, you may give it a +1 bonus to attack rolls and damage for 24 hours. This increases to a +2 bonus at 11th level and a +3 bonus at 17th level.

## RELIABLE OVERCLOCKING

### *ONCE PER SHORT REST*

At 14th level, you have worked out some kinks with your ability to Overclock. You no longer lose your next two turns actions when you use your Overclock ability. Additionally, your Overclock ability recharges when you finish a short or long rest.





## ELEMENTAL SOURCE

Elemental power is a raw and primal force, and you directly pull it from The Fountains Of Creation themselves and bend it to your will.

### ELEMENTALIST

At 1st level, you one of the four Cantrips: Control Flames, Mold Earth, Shape Water, or Gust. You also gain a new attack option that you can use with the Attack action. This special attack is a melee attack with a range of 10 feet and deals 1d6 damage on a hit. You are proficient with it, and its damage type is that of your Chosen Cantrip element (Fire/Water causing Fire / Cold damage specifically and Bludgeoning for both Earth/Air).

### BONDED ELEMENT

At 3rd level, during a short rest you may spend 1 minute with your tinker's tools and your signature device to select from Fire, Cold, Lightning, Thunder, or Acid. You choose to either become resistant to that element or deal an additional 1d4 points of damage of that elemental type. The extra damage increases to 1d6 when you reach 10th level in this class. The item sheds bright light in a 5 foot radius and dim light for an additional 5 feet when you use a bonus action to activate it.

### DAMPEN ELEMENTS

At 6th level, when you or a creature within 30 feet of you takes acid, cold, fire, lightning or poison damage, you can use your reaction to grant resistance to the creature against that type of damage.

### UNSTOPPABLE POWER

At 14th level, you infuse each of your attacks with elemental energy. You can add your Intelligence modifier to the damage you deal with weapons you infuse with a damage type equivalent to your Bonded Element.

# ELDRITCH SOURCE

Your signature device is as much flesh as it is machine. You only partly understand its functioning, and it appears to be sentient and have a mind of its own.

## UNSETTLING PRESENCE

### ONCE PER LONG REST

At first level, you learn the cantrip Eldritch Blast. Additionally, once per long rest you can use an action to exude an Unsettling Presence to unsettle a creature you can see within 15 feet of you. The target has disadvantage on the next saving throw it makes within the next minute. Constructs, Undead, and creatures that can't be frightened are immune to this feature. Once you use this feature, you can't use it again until you finish a long rest.

## AWAKENED DEVICE

At 3rd level, you may awaken your signature device, causing it to twist around and bind targets. When you hit with a melee attack, you may use a bonus action to attempt to grapple the target. When active, you can use your Intelligence modifier to contest the grapple.

## EERIE MAGIC

At 6th level, you gain two Warlock spells of 2nd level or lower. You can cast them with a Spell Save DC = 8 + proficiency bonus + your Charisma modifier, and Spell Attack Modifier = proficiency bonus + your Charisma modifier. You have two spell slots of 2nd level that you use to cast these spells.



## CLING TO LIFE

At 14th level, when you are in contact with your contraption and you roll a death saving throw and roll a 16 or higher, you regain 1 hit point. Your body no longer feels the effects of decay or age, and you cannot be aged magically. You begin to feel the effects of exhaustion only if the number of levels of exhaustion you are suffering exceeds your proficiency bonus.

# SIGNATURE DEVICE

## WEAPON

You forge a unique weapon of unparalleled craftsmanship the likes of which may never have been seen on Asha before.

- When you attack with that weapon, you can use your Intelligence modifier instead of Strength or Dexterity for the attack and damage rolls. It counts as magical for overcoming resistance.
- You can modularly incorporate one magic weapon into your signature device during a short rest using Tinker's Tools. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being a part of your signature device if you die or if you modularly incorporate a different weapon.



## ARMOR



You craft a suit of armor that conforms to armor statistics found within the Player Handbook, this suit of armor is a unique construction.

- If the armor normally has a Strength requirement, your signature device lacks this requirement for you
- The armor attaches to you and cannot be removed against your will.
- You can modularly incorporate one magic armor into your signature device during a short rest using Tinker's Tools. You can't affect an artifact or a sentient armor in this way. The armor ceases being a part of your signature device if you die or if you modularly incorporate a different armor.

## AUTOMATON

Your tinkering has led you to construct a loyal automaton companion that obeys your commands. This mechanical marvel can serve as a versatile assistant in and out of combat.

- Select a Large Beast with a challenge rating of 2 or less. The Automaton uses the beast's game statistics. It can't be charmed, is immune to poison, is considered a Construct, and understands the languages you can speak when you created it but it cannot speak.
- You may use a bonus action to cause your automaton to move and / or make one attack of its own.
- You can repair the automaton over the course of a long rest if you have access to its body.



# BREAKTHROUGH INNOVATIONS

## ABHORRENT REACH

**FIELD OF STUDY:** ELDRITCH

When you awaken your signature device and attempt to grapple with it, it flexes unnaturally in seeking its targets. Its range increases by 5 feet. You may take this infusion more than once.

## ABHORRENT SPLIT

**FIELD OF STUDY:** ELDRITCH

When you awaken your signature device and attempt to grapple with it, you may grapple an additional creature within range simultaneously. You may take this infusion more than once.

## ARCANE IMPLEMENT

**FIELD OF STUDY:** ARCANE

You imbue your signature device with a Wizardry or Sorcery cantrip of your choice. As an action, you may trigger this cantrip. When you reach 10th level of Artificer, you can store two cantrips within your signature device at one time.

## ARCANE VISOR

**SIGNATURE DEVICE:** ARMOR, AUTOMATON

**PREREQUISITE:** 6TH LEVEL

You may cast Awakened Mind at will. Additionally, you can cast Identify as an action without expending a spell slot. Once this ability has been used, it can't be used again until the next dawn. At 14th level Artificer, you are under the continuous effects of Awakened Mind and Identify.

## ARM LAUNCHER

**SIGNATURE DEVICE:** WEAPON

Your signature weapon includes a launcher which can be loaded with a Tiny object (for example: ball bearings, a vial of acid, alchemist's fire, or holy water). As a bonus action you may activate the launcher and make a ranged attack at a target within 60 feet. The launcher can be reloaded as an action.

## ARMOR OF STRENGTH

**SIGNATURE DEVICE:** ARMOR

This infusion has 6 charges. You may expend charges in the following ways:

- When you make a Strength check or Strength saving throw while wearing the armor, you can expend 1 charge to add a bonus to the roll equal to your Intelligence modifier.
- If you would be knocked prone, you can use your reaction and 1 charge to avoid being knocked prone.

The armor regains 1d6 expended charges daily at dawn.

## AUTONOMOUS OPERATION

**SIGNATURE DEVICE:** ARMOR

Your signature device can operate even after you have fallen unconscious; attempting to defend you at all costs.

When you are



unconscious and rolling death saving throws, your armor carries your lifeless body and moves you like a puppet. Your movement speed is halved, and you may only perform a single action (no bonus action or reaction). Any damage you take counts as an automatic failed death saving throw. If you die, the armor falls to the ground inert and lifeless.

### BELT OF ADJUSTING SIZE

**FIELD OF STUDY:** ARCANE

**SIGNATURE DEVICE:** ARMOR

You create a belt with a creature size dial on it. While you are wearing this belt, you can use an action to cast *Enlarge/Reduce* on yourself without expending a spell slot. Once you use this gadget, you cannot use it again until you complete a short or long rest.

### CLOAKING MECHANISM

**LEVEL:** 7TH

Through a series of enhancements, you manage to create an advanced stealth system for your signature device. Once per day, as an action you can become Invisible for 1 hour, until you attack, cast a spell, interact with a living creature or object, or perform an otherwise harmful action.



### ELDRITCH APOTHEOSIS

**FIELD OF STUDY:** ELDRITCH

**SIGNATURE DEVICE:** WEAPON, AUTOMATON

Your awaken your signature device, it deals an additional 1d6 necrotic damage on damage rolls.

### ELEMENT EATER

**FIELD OF STUDY:** ELEMENTAL

**SIGNATURE DEVICE:** ARMOR

You create a device capable of absorbing incoming elemental damage. You can activate this device and cast absorb elements without expending a spell slot, but the gadget cannot be used again until you complete a short or long rest.

### ENHANCED ARCANE FOCUS

**FIELD OF STUDY:** ARCANE

Your signature device grants you a +1 bonus to spell attack rolls. This bonus increases to +2 when you reach 10th level in Artificer.

### ENHANCED DEFENSE

**SIGNATURE DEVICE:** ARMOR

The armor gains a +1 bonus to Armor Class. This bonus increases to +2 when you reach 10th level in Artificer.

### ENHANCED WEAPON

**SIGNATURE DEVICE:** WEAPON

Your weapon gains a +1 bonus to attack and damage rolls made with it. This bonus increases to +2 when you reach 10th level in Artificer.

### FEATHERWEIGHT BELT

**SIGNATURE DEVICE:** ARMOR

Your weight becomes 1/10th without decreasing physical abilities. At 10th level, it reduces your weight to 1/100th.

### FEATHERWEIGHT WEAPON

**SIGNATURE DEVICE:** WEAPON

**PREREQUISITE:** 2 HANDED OR HEAVY WEAPON

Your weapon no longer has the heavy or two-handed property (your choice upon infusion). At 10th level in Artificer, the weapon grants a +1 bonus to attack and damage rolls. This bonus becomes +2 at 14th level.

## FLAMETHROWER

**FIELD OF STUDY:** ELEMENTAL

**LEVEL:** 11TH

You craft a compact flame-launching device that has two charges. All expended charges are regenerated when you finish a Long Rest. The charges can be used in one of two ways:

**Gout Of Flame:** As an action, you can expend 2 charges to create a forward blast of flame in a 15 ft cone in front of you. Creatures within the blast must make a Dexterity saving throw, taking 6d6 fire damage on a failed save or half as much on a successful one.

**Scorching Line:** As an action, you can expend 1 charge to release flames in a 5-foot by 15-foot line in front of you. Creatures within that area must make a Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much on a successful one.

## GAUNTLET OF UTILITY

This infusion grants a display that shows the current time of day, relative elevation (in relation to sea level) of the wearer, and functions as both an abacus for calculations and a compass. Additionally, while wearing this object, you can cast the Prestidigitation Cantrip. At 10th level, it functions similar to a Sending Stone and can produce a small hand device that acts as its paired Sending Stone.

## GOOGLES OF CLEARSIGHT

While wearing these goggles, the wearer can see through lightly obscured areas without disadvantage on Wisdom (Perception) checks. In addition, the wearer no longer suffers from negative effects from Sunlight Sensitivity and have advantage on saving throws to resist being blinded. At 10th level, you gain blindsight out to 30 feet.

## HAZE GARMENT

**FIELD OF STUDY:** ELEMENTAL

**PREREQUISITE:** 6TH LEVEL

You may use a reaction to activate an elemental mist which obscures your shape like a shimmering mirage. For 1 minute you do not provoke opportunity attacks. Once this ability has been used, it can't be used again until the next dawn.



## HELM OF SHARP SENSES

**SIGNATURE DEVICE:** ARMOR, AUTOMATON

You gain a bonus to Intelligence (Investigation) and Wisdom (Perception) checks equal to your Intelligence modifier. This may stack with your own modifier if you are the one wearing it. At 10th level, you gain advantage on all Intelligence (Investigation) and Wisdom (Perception) checks.

## ILLUSIONARY APPEARANCE

**FIELD OF STUDY:** ARCANE

You enchant various strategic points on your signature device with strong illusion magic, allowing the machine to be veiled in a false appearance. Outside of combat, your device can appear any way you wish. The general shape of your device cannot change, however. For example, you cannot make an armor-type device appear as a quadrupedal creature, but you could disguise it as a set of fine clothing that you are wearing. A creature that examines the illusion can make an Intelligence (investigation) check contested by your spell save DC in order to see through it. A creature that sees through the illusion can't be fooled by it again for 24 hours.

## IMMOVABLE DEVICE

**FIELD OF STUDY:** MUNDANE

**PREREQUISITE:** 6TH LEVEL

When standing on a flat surface, you can use an action to activate your device, fixing yourself in place. Until you use an action to deactivate the device, you do not move or falter in positioning,

even if you are defying gravity. A creature can use an action to make a DC 30 Strength check, separating you from the surface on a success.

### INTEGRATED TOOLS

You may spend a short rest to integrate a set of tools into your signature device. Your device can only have one tool integrated at a time. You can use a bonus action to utilize the integrated tools, and apply your Intelligence modifier to any ability check you make with the integrated tools. You must have a hand free to use these tools.

### INTERNAL LOCATOR

#### SIGNATURE DEVICE: AUTOMATON

You install a magical energy node to know the exact location of your Mechanical Servant regardless if the construct's location is magically blocked by spells or it is incapacitated on another plane of existence. If your Mechanical Servant is on the same plane of existence, you can summon it from up to 1 mile away, as a Bonus Action.

### LARGER CHASSIS

#### SIGNATURE DEVICE: AUTOMATON

You modify the foundation of your Mechanical Servant to create a larger, more powerful build. The construct's size increases by one category and counts

as one size larger when determining its carrying capacity and the weight it can push, drag, or lift. Additionally, your Mechanical Servant gains proficiency in the Athletics check(s) and its hit die increases by one size (*d6 becomes d8, d8 becomes d10... etc.*).

### LOCOMOTIVE ADAPTATION

#### SIGNATURE DEVICE: AUTOMATON

You attach fins, webbing, grappling hooks, burrowing claws, or other appropriate locomotive aids into your Mechanical Servant. The construct gains a swim speed equal to its highest speed, a climb speed equal to its highest speed, or a burrowing speed equal to half its highest speed. You can select this upgrade multiple times.

### MAGICAL DETECTOR

#### SIGNATURE DEVICE: AUTOMATON

You develop an arcane link with your Mechanical Servant's sensors. As an action, you can turn on/off a special mechanism which allows you to see through your construct's eyes and hear what it hears while it is within 100 feet of you. During this time, you gain the benefits of any special senses your Mechanical Servant has, but you are blind and deaf in regard to your own senses.

### MANTLE OF THE BEAST

#### FIELD OF STUDY: ELDRITCH

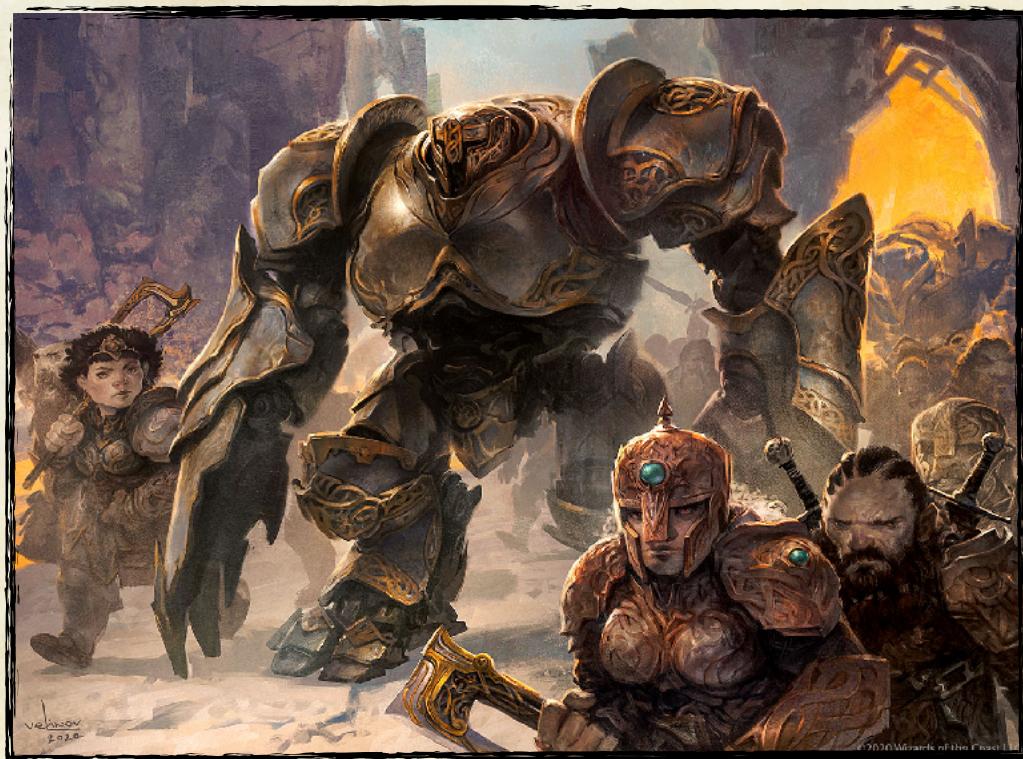
#### LEVEL: 10TH

Your device gains power through the blood of beasts. By dipping it in the blood of a beast slain within the past week, it gains one trait of that beast for an hour while using the device.

### MIND SHARPENER

#### FIELD OF STUDY: ARCANE

Your device can send a jolt to refocus your mind. When you fail a Constitution saving throw to maintain concentration on a spell, you may use your reaction to succeed instead. Your device can grant this feature once per Long Rest.



## MIND SHIELDING

*LEVEL: 15TH*

You become resistant to psychic damage, immune to the charmed and frightened conditions, and any magic that allows another creature to read your thoughts or telepathically communicate with you is nullified.

## OVERCLOCK

*FIELD OF STUDY: MUNDANE*

You can now make your Signature Device perform beyond what it is normally capable of. Once per Short Rest, you can use a free action to activate your Overclock which will allow you to take one additional action.

## PARRYING WEAPON

*SIGNATURE DEVICE: WEAPON*

While wielding this weapon, you gain a +1 to your Armor Class. This bonus increases to +2 at 10th level Artificer.

## PONDSKATER

*SIGNATURE DEVICE: AUTOMATON*

You apply to your Mechanical Servant the magical property to move across any liquid surface - such as water, acid, mud, snow, quicksand, or lava - as if it were harmless solid ground. If it crosses molten lava the construct can still take damage from the heat. If your Mechanical Servant is submerged in a liquid, it slowly rises to the surface of the liquid at a rate of 60 feet per round. This costs an action to activate the effect and a Bonus Action to deactivate it.

## PRIMITIVE BRAIN

*SIGNATURE DEVICE: AUTOMATON*

You design a primitive brain and install it into your Automaton. The Construct gains an Intelligence score of 6, allowing it to act and perform on its own initiative. You no longer require to use your Reaction to direct it in combat. It additionally understands and can speak one language of your choice that you know, at a rudimentary level. It responds in simple, childlike statements. It is no longer resistant to Psychic damage, and can be charmed.

## PROTOCOL OVERDRIVE

*SIGNATURE DEVICE: AUTOMATON*

You develop a system which allows your Automaton to hone its reaction times, for a short flurry of activity. As an action, the Construct's faster-moving appendages doubles its speed and allows two attacks that turn. It will have advantage on attack rolls, and opportunity attacks against it have disadvantage that turn. It can perform this feat once per Long Rest.

## QUICK DRAW

*SIGNATURE DEVICE: WEAPON, ARMOR*

You can, as a free action, equip or remove your Signature Device when you are wearing it. When this occurs, it reduces in size such that it does not impede you when you are not using it.

## RAMMING GEAR

*SIGNATURE DEVICE: WEAPON*

*FIELD OF STUDY: MUNDANE*

When you move 15 feet or more in a straight line toward a creature right before hitting it with a melee attack, that attack deals an additional 1d10 bludgeoning damage.

## REBREATHER

*SIGNATURE DEVICE: ARMOR*

A small mask covers your nose and mouth. It is able to transmute water into breathable air. While worn, you can breath underwater and are not harmed by gas.

## REPULSION SHIELD

*FIELD OF STUDY: ARCANE*

Your Signature Device grants a +1 to Armor Class. When missed by an attack, a reaction can be used to push the attacker up to 15 feet away. You may use this feature once per Long Rest.

## RETRACTABLE WINGS

*SIGNATURE DEVICE: ARMOR, AUTOMATON*

*LEVEL: 11TH*

You carefully rig a pair of foldable wings into your signature device, to be deployed at the press of a button. The wings grant a flying speed of 30 ft.



## RICOCHETING WEAPON

**SIGNATURE DEVICE:** WEAPON

Your signature weapon when thrown will ricochet off of its targets and return to your hand. You have proficiency in this weapon, and it has the Finesse, Thrown (30/90) and Special properties, and deals 1d8 bludgeoning, piercing or slashing damage (chosen at the time you select this upgrade).

**Special:** When this weapon is thrown you can target two creatures within 10 feet of each other, making a separate attack roll against each target; the damage dealt is halved for each target hit after the first. This weapon returns to your hand after you make an attack with it using the Thrown property.

## RIDING HARNESS

**SIGNATURE DEVICE:** AUTOMATON

**PREREQUISITE:** LARGER CHASSIS UPGRADE

You design and craft a special saddle or harness to properly aid your Mechanical Servant to serve as a combat-trained mount. (*The construct must be at least one size category larger than its rider*).

## ROPE SPOOL

**FIELD OF STUDY:** MUNDANE

You add a small grappling hook and spool of simple hempen rope into your signature device. The spool holds up to 100 feet of rope and has a winding mechanism not unlike that of a fishing rod attached to it. The spool can withstand up to 1,000 pounds of force on the rope.

## SECOND GEAR

**FIELD OF STUDY:** MUNDANE

**LEVEL:** 6TH

Your signature device now grants you an additional 5 feet of movement while you are wearing it; or your Automaton gains the 5 feet of movement.

## SHOCK ABSORBERS

**FIELD OF STUDY:** MUNDANE

You have perfected a method to absorb the damage normally received when falling from a great height. You do not take damage from falls up to 100 feet and half damage from falls greater than 100 feet. You also do not fall prone from falls up to 100 feet if you are the one willingly falling.

## SHOCK PADDLES

**FIELD OF STUDY:** MUNDANE

**LEVEL:** 10TH

While you are wearing your Signature Device and you are required to make a death saving throw on your turn, you can make a free medicine check once a turn to stabilize yourself before making the death saving throw. You may use this feature once per Long Rest.

## SIEGE ENGINE

You add a multitude of stabilizers to your signature device, allowing it when engaged to grip the ground and anchor itself in place. As a bonus action, when attached to solid ground, you may enter into Siege Mode granting you the following benefits when activated:

- Your speed is reduced to 0 and cannot be changed
- You cannot be forcibly moved by any force less than 8000 pounds
- Attacks made against you have advantage
- Your attacks have advantage
- The range of all of your attacks are doubled
- Your attacks deal double damage to structures

While in Siege Mode, you can unleash massive bursts of energy. As an action on your turn you can target one creature you can see within 100 feet of you with a ranged attack that does 3d12 force damage. You may perform this type of attack a number of times equal to your Intelligence modifier before you need to take a Short Rest in order to recharge.

## SNACK DISPENSER

A small container on your device can be opened as an action, producing a small nutrient that can when you eat it can satisfy you for 24 hours. It is tasteless and bland. Once you use this feature, it can't be used again until you finish a long rest.

## SPARK OF INTELLECT

**SIGNATURE DEVICE:** AUTOMATON

**PREREQUISITE:** PRIMITIVE BRAIN

Through an inexplicable breakthrough in its design, your Automaton gains sentience (DM's discretion) and its Intelligence score raises to 13. In addition, the Construct gains the ability to speak in all

languages you know and can now use magical items attuned to its creator

## SPELL EATING

**FIELD OF STUDY:** ARCANE

Your signature device can consume the magic around you. You can activate your item, casting Counterspell or Dispel Magic against a target within 15 feet. Any spell that is stopped or ended by this effect allows you to restore 1d4 hit points to you per level of the spell. Once you use this ability, you cannot use it again until you complete a Long Rest.

## TACTICIAN'S AMULET

You may choose to use your Intelligence modifier in place of your Dexterity modifier when rolling for initiative.

## THE WINDING PATH

**PREREQUISITE:** 6TH LEVEL

This object has 6 charges. As a bonus action, you may expend one charge and teleport to any space up to 15th feet. This space must have no obstruction or barrier between you and the space, with only open air separating the two locations. (Example: you can't teleport on the other side of a window or door). At 14th level Artificer, this distance increases to 30 feet. At dawn, the device regains 1d6 charges.

## THROAT SPEAKER

**FIELD OF STUDY:** ELDritch

You can replicate the voice of anyone you have heard within the past hour.

## VENT CORE

**LEVEL:** 14TH

**SIGNATURE DEVICE:** ARMOR

You are able to cause your armor to overheat and expel a scalding hot blast of steam. As an action, you can vent your warframe's power core. Creatures within 10 feet of you must make a Dexterity saving throw. A creature takes fire damage equal to  $5d10 + \text{your artificer level}$  on a failed save, or half as much damage on a successful one. Once you use this feature, you can't use it again until you finish a long rest.

## WHISPERS OF THE NIGHT

### *FIELD OF STUDY: ELDritch*

After tinkering with your signature device, you can hear it... whisper. You can hear that too, right? You gain the ability to cast Guidance and Message, but the message is always delivered in a haunting, unearthly, or creepy voice. You can amplify these whispers to cast Dissonant Whispers without expending a spell slot. Once you do so, you cannot do so again until you complete a Short Rest.

