

Artificer: Short-Circuiter

A short-circuiter enchants and casts spells in a reckless, unstable way in order to squeeze as much power into the spell as possible. While their casting is potent, the weave does not respond well to being manipulated in this way, and the chaotic energy and raw magic being released causes a slue of unexpected effects to take hold, alongside the spell.

Tool Proficiency

When you adopt this specialisation at 3rd level, you gain proficiency with jeweler's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

Short-Circuiter Spells

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

Short-Circuiter Spells	
Artificer Level	Short-Circuiter Spells
3rd	Cause Fear, Chaos Bolt
5th	Cloud of Daggers, Tasha's Mind Whip
9th	Counterspell, Lightning Bolt
13th	Confusion, Polymorph
17th	Cloudkill, Creation

Overclocked Focus

At 3rd level, You know how to turn a wand, staff, or rod into an Overclocked Focus, an unstable conduit for empowering your spells. When you finish a long rest, you can use jeweler's tools to etch intricate arcane symbols and shapes into a wand, staff, or rod and thereby turn it into your overclocked focus. This object remains an overclocked focus until you turn another object into your overclocked focus.

You can use your overclocked focus as a spellcasting focus for your artificer spells. Whenever you cast an artificer spell of 1st-level or higher using a spell slot while holding your overclocked focus, you can cause it to be upcast to 1 level higher than the spell slot you spent. When you do this, you must roll on the Arcane Malfunction table. If that effect is a spell that normally requires concentration, it doesn't require concentration in this case; the spell lasts for its full duration; these spells cannot be effected your overclocked focus, nor can they benefit from Metamagic.

Overcharged Cantrips

Beginning at 5th level, your overclocked focus is able to enhance the capabilities of your rudimentary spells, consequence free. When you cast an artificer cantrip that deals damage while holding your overclocked focus, one damage roll of that cantrip deals 1d10 bonus lightning damage. Additionally, learn 1 additional artificer cantrip of your choice. This cantrip counts as an artificer spell for you but does not count against your total cantrips known.

Vent Heat

At 9th level, you can expel the excess energy from your spells into the environment around you. Whenever you cast a spell of 1st-level or higher using a spell slot while holding your overclocked focus, you can deal fire damage to all creatures and objects within 10ft of you not behind total cover (including yourself) equal to 1d8 per level of spell slot consumed.

Additionally, you have become accustomed to the excessive heat of your technology. You gain resistance to fire damage.

Optimised Output

By 15th level, you have optimised your overclocked focus enough to be able to cast spells more quickly than normal. When you cast a spell that has a casting time of 1 action, you can change the casting time to 1 bonus action for the casting.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Arcane Malfunction			
d100	Effect	d100	Effect
01-02	Roll on this table at the start of each of your turns for the next minute, ignoring this result on subsequent rolls.	51-52	A spectral shield hovers near you for the next minute, granting you a +2 bonus to AC and immunity to Magic Missile.
03-04	You and all creatures within 30ft of you gain 60ft of blindsight for 1 minute.	53-54	You are immune to being intoxicated by alcohol for the next 5d6 days, during which time you are immune to the poisoned condition.
05-06	An imp controlled by the DM appears in an unoccupied space within 5 feet of you, then disappears 10 minutes later.	55-56	Your hair falls out but grows back to its original length during your next long rest.
07-08	You cast Erupting Earth as a 3rd-level spell centred on yourself.	57-58	For the next minute, any still water within 10 feet of you freezes and the ground within 15 feet of you becomes difficult terrain due to frost.
09-10	You cast Magic Missile as a 5th-level spell. At least 1 missile must target the closest creature to you.	59-60	You regain your lowest-level expended spell slot.
11-12	Your size becomes tiny for the next hour. All of your equipment shrinks with you.	61-62	For the next minute, you must shout when you speak and cannot communicate via telepathy by any means.
13-14	You cast Confusion as a 7th-level spell centered in yourself.	63-64	You cast fog cloud centered on yourself.
15-16	For the next minute, you regain 1d12 hit points at the start of each of your turns.	65-66	Up to three creatures you choose within 30 feet of you fall prone.
17-18	You cast disguise self on yourself, making yourself look as close to the nearest creature to yourself as you can.	67-68	You are charmed by the nearest hostile creature and frightened of the nearest allied creature until the end of your next turn.
19-20	You cast web twice, one centred on yourself and one on another creature you can see within range, if any.	69-70	All creatures within 120ft radius sphere centered on yourself become invisible for 1 minute. The invisibility ends on a creature when it attacks or casts a spell.
21-22	Creatures have disadvantage on saving throws against the next spell you cast in the next minute that involves a saving throw.	71-72	You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks for the next minute. During this time, you can

			move through creatures and objects as if they were difficult terrain, taking 1d10 force damage if you end your turn inside an object.
23-24	Your skin and hair turn a vibrant shade of yellow. Only a Remove Curse or greater Restoration spell can end this effect.	73-74	A random creature within a 60ft radius sphere centered on yourself gains 1 level of exhaustion.
25-26	You are blinded for the next minute. During this time, you have 30ft of tremorsense.	75-76	You glow with bright light in a 30-foot radius for the next minute. Any creature that ends its turn within 5 feet of you is blinded until the end of its next turn.
27-28	For the next minute, all of your spells with a casting time of 1 action now have a casting time of 1 reaction, which triggers upon taking damage or falling prone.	77-78	You cast Polymorph on yourself. If you fail the saving throw, you turn into a giant frog for the spell's duration.
29-30	You teleport up to 60 feet to an unoccupied space of your choice that you can see.	79-80	You can take a reaction once per turn for the next minute.
31-32	You are transported to a random layer of the 9 Hells until the end of your next turn, after which time you return to the space you previously occupied or the nearest unoccupied space if that space is occupied. No damage will come to you as a result of being in the hells.	81-82	You can immediately take one action.
33-34	Maximize the damage of the next damaging spell you cast within the next minute.	83-84	Each creature other than yourself within 60 feet of you takes 1d10 necrotic damage. You regain hit points equal to the sum on the necrotic damage dealt.
35-36	You regain half of your hit die.	85-86	You cast Guardian of Nature.
37-38	1d6 homunculi that look like you controlled by the DM appear in unoccupied spaces within 60 feet of you and are frightened of you. They vanish after 1 minute. When this effect triggers, make a Wisdom saving throw against your spell save DC. On a failed save, you are also frightened of them for the duration.	87-88	You cast Haste on a random creature within 60ft of you, other than yourself.
39-40	You regain 2d10 hit points, then take 2d10 necrotic damage. This damage can't be reduced in anyway. You do not take this damage if you were already at your hit point maximum.	89-90	You become invisible and hidden from all creatures for the next minute, during which time other creatures cannot hear you. The invisibility ends if you attack or cast a spell.
41-42	You turn into a potted plant until the start of your next turn. While a plant, you are incapacitated and have vulnerability to all damage. If you drop to 0 hit points, your pot breaks and your form reverts.	91-92	If you die within the next minute, you immediately come back to life as if by the Reincarnate spell. When you enter the dying state for the first time during this minute, you automatically fail 2 death saving throws.
43-44	For the next minute, you can teleport up to 300ft as an action on each of your turns. If you would arrive in a place already occupied by an object or creature, you take 4d6 force damage and don't teleport.	93-94	Your size increases by one size category for the next hour. This includes any equipment you were carrying.
45-46	You cast Levitate on yourself.	95-96	You and all creatures within 30 feet of you gain vulnerability to bludgeoning damage for the next minute.
47-48	A triceratops controlled by the DM appears in a space within 5 feet of you, then disappears 1 minute later.	97-98	You drop anything you are holding in your hands as it is flung 15ft away from you in a random direction.
49-50	You can't speak for the next minute. Whenever	99-100	All creatures within 30ft automatically read the

	<p>you try, pink bubbles float out of your mouth. If you try to cast a spell with verbal components during this time, make a DC 10 Charisma check. On a failed check, the spell fails.</p>		<p>surface-level thoughts of your mind as though they were focusing on you with Detect Thoughts for 1 minute. During this time, your attacks deal 1d10 additional psychic damage.</p>
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