

(Editor's note: this is mainly based off of the Improved Artificer and the Revised Artificer, look them up. Also sorry for bad layout)

level	Prof. bonus	Features	Cantrips	Invention points	Spells known	Spell slots per level 1st 2nd 3rd 4th / 5th						
1	+2	Magic Item Analysis, inventions, Magical Tinkering	2		+4							
2	+2	Tool Expertise, Wondrous Invention	2		+2							
3	+2	Spellcasting, Enhancements	2		+2	3	2					
4	+2	Ability Score Improvement, Infuse Magic	3		+2	4	3					
5	+3	Superior Attunement, Wondrous Invention	3		+2	4	3					
6	+3		3		+6	4	3					
7	+3		4		+2	5	4	2				
8	+3	Ability Score Improvement	4		+2	6	4	2				
9	+4		4		+2	6	4	2				
10	+4	Wondrous Invention	4		+2	7	4	3				
11	+4		4		+8	8	4	3				
12	+4	Ability score improvement	4		+2	8	4	3				
13	+5		4		+2	9	4	3	2			
14	+5		4		+2	10	4	3	2			
15	+5	Superior Attunement, Wondrous Invention	5		+2	10	4	3	2			
16	+5	Ability Score Improvement	5		+10	11	4	3	3			
17	+6		5		+2	11	4	3	3			
18	+6	Ability Score Improvement	5		+2	11	4	3	3			
19	+6		5		+2	12	4	3	3	1		

20	+6	Soul of Artifice, Wondrous Invention	5		+12	13	4	3	3	2
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Class Features:

As an artificer, you gain the following class features.

Hit Points Hit Dice: 1d8 per artificer level Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per artificer level after 1st

Proficiencies:

Armor: Light and medium armor

Weapons: Simple weapons, hand crossbow, heavy crossbow, firearms

Tools: Tinker's tools, two other tools of your choice

Saving Throws: Constitution, Intelligence

Skills: Choose three from Arcana, Deception, History, Investigation, Medicine, Nature, Religion, Sleight of Hand

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

(a) a handaxe and a light hammer or (b) any two simple weapons a light crossbow and 20 bolts

(a) scale mail or (b) studded leather armor

Tinker's tools and a dungeoneer's pack

Magical Tinkering:

At 1st level, you learn how to invest a spark of magic in objects that would otherwise be mundane. To use this ability, you must have thieves' tools, tinker's tools, or other artisan's tools in hand. You then touch a Tiny nonmagical object as an action and give it one of the following magical properties of your choice:

- The object sheds bright light in a 5-foot radius and dim light for an additional 5 feet.
- Whenever tapped by a creature, the object emits a recorded message that can be heard up to 10 feet away. You utter the message when you bestow this property on the object, and the recording can be no more than 6 seconds long.
- The object continuously emits your choice of an odor or a nonverbal sound (wind, waves, chirping, or the like). The chosen phenomenon is perceivable up to 10 feet away.
- A static visual effect appears on one of the object's surfaces. This effect can be a picture, up to 25 words of text, lines and shapes, or a mixture of these elements, as you like.

The chosen property lasts indefinitely. As an action, you can touch the object and end the property early.

You can give the magic of this feature to multiple objects, touching one object each time you use the feature, and a single object can bear only one of the properties at a time. The maximum number of objects you can affect with the feature at one time is equal to your Intelligence modifier (minimum of one object). If you try to exceed your maximum, the oldest property immediately ends, and then the new property applies.

Magic Item Analysis:

Starting at 1st level, your understanding of magic items allows you to analyze and understand their secrets. You know the artificer spells detect magic and identify, and you can cast them as rituals. You don't need to provide a material component when casting identify with this class feature.

Inventions:

Starting at first level you begin crafting inventions of your design, inventions are created by spending invention points to create any inventions listed below:

ALCHEMY

ARCANE FIREARMS

CLOCKWORK CONSTRUCTS

MECHANICAL LIMBS

Each category has their own unique inventions that you can craft by spending invention points that are listed towards the end of this class description at first level you gain two invention points each level after that you gain more invention points you can choose to save them, to stack points for later or spend them as you wish if you dismantle anything (Firearms, clockwork constructs or mechanical limbs you regain all invention points spent)

Tool Expertise:

Starting at 2nd level, your proficiency bonus is doubled for any ability check you make that uses any of the tool proficiencies you gain from this class.

Wondrous Invention:

At 2nd level, you gain the use of a magic item that you have crafted. Choose the item from the list of 2nd-level items below.

Crafting an item is a difficult task. When you gain a magic item from this feature, it reflects long hours of study, tinkering, and experimentation that allowed you to complete an item of your own unique design. Unlike normal magical item crafting, you develop the formula as you work on the

item, and the cost of creation is covered by your normal living expenses. Upon completion you are considered to know the formula for crafting the chosen item. You are assumed to work on this item in your leisure time and to finish it when you level up.

You complete another item of your choice when you reach certain levels in this class: 5th, 10th, 15th, and 20th level. The item you choose must be on the list for your current artificer level or a lower level.

These magic items are detailed in the Dungeon Master's Guide.

2nd Level: alchemy jug, bag of holding, cap of water breathing, cloak of the manta ray, driftglobe, eyes of charming, eyes of the eagle, goggles of night, sending stones

3rd level:

Many-Handed Pouch

Item: 2–5 pouches

The infused pouches all share one interdimensional space of the same capacity as a single pouch. Thus, reaching into any of the pouches allows access to the same storage space. A pouch operates as long as it is within 100 miles of another one of the pouches; the pouch is otherwise empty and won't accept any contents. If this infusion ends, the items stored in the shared space move into one of the pouches, determined at random. The rest of the pouches become empty.

5th Level: Boots of the winding path, helm of comprehending languages, lantern of revealing, ring of swimming, robe of useful items, rope of climbing, wand of magic detection, wand of secrets, Quiver of Ehlonna

10th Level: bag of beans, boots of elvenkind, Boots of the winterlands, chime of opening, cloak of elvenkind, decanter of endless water, eyes of minute seeing, folding boat, Gloves of thievery, Heward's handy haversack, Winged Boots

15th Level: Belt of hill giant strength, Boots of levitation, boots of striding and springing, Boots of speed, Bracers of defense, bracers of archery, brooch of shielding, broom of flying, Cloak of the bat, Dimensional shackles, Gauntlets of Ogre Power, hat of disguise, Headband of Intellect, Ring of free action, Ring of protection, slippers of spider climbing

20th Level: gem of brightness, gloves of missile snaring, gloves of swimming and climbing, ring of jumping, ring of mind shielding, wings of flying

Spellcasting:

As part of your study of magic, you gain the ability to cast spells at 3rd level. The spells you learn are limited in scope, primarily concerned with modifying creatures and objects or creating items.

Spell Slots

The Artificer table shows how many spell slots you have to cast your spells of 1st level and higher. 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.

Spells Known of 1st Level and Higher

You know three 1st-level spells of your choice from the artificer spell list.

The Spells Known column of the Artificer table shows when you learn more artificer spells of your choice from this feature. Each of these spells must be of a level for which you have spell slots on the Artificer table.

Additionally, when you gain a level in this class, you can choose one of the artificer spells you know from this feature and replace it with another spell from the artificer spell list. The new spell must also be of a level for which you have spell slots on the Artificer table.

Spellcasting Ability

Intelligence is your spellcasting ability for your artificer spells; your understanding of the theory behind magic allows you to wield these spells with superior skill. You use your Intelligence whenever an artificer spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an artificer 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

Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your artificer spells. See chapter 5, “Equipment,” in the Player’s Handbook for various arcane focus options.

Artificer Enhancements:

Enhanced Defense:

Item: A suit of armor or a shield

A creature gains a +1 bonus to Armor Class while wearing (armor) or wielding (shield) the infused item.

The bonus increases to +2 when you reach 12th level in this class.

Enhanced Wand:

Item: A wand

While holding this wand, a creature gains a +1 bonus to spell attack rolls. In addition, the creature ignores half cover when making a spell attack.

Enhanced Weapon:

Item: A simple or martial weapon

This magic weapon grants a +1 bonus to attack and damage rolls made with it.

The bonus increases to +2 when you reach 10th

Returning Weapon:

Item: A simple or martial weapon with the thrown property

This magic weapon grants a +1 bonus to attack and damage rolls made with it, and it returns to the wielder’s hand immediately after it is used to make a ranged attack.

Infuse Magic:

Starting at 4th level, you gain the ability to channel your artificer spells into objects for later use. When you cast an artificer spell with a casting time of 1 action, you can increase its casting time to 1 minute. If you do so and hold a nonmagical item throughout the casting, you expend a spell slot, but none of the spell's effects occur. Instead, the spell transfers into that item for later use if the item doesn't already contain a spell from this feature. Any creature holding the item thereafter can use an action to activate the spell if the creature has an Intelligence score of at least 6. The spell is cast using your spellcasting ability, targeting the creature that activates the item. If the spell targets more than one creature, the creature that activates the item selects the additional targets. If the spell has an area of effect, it is centered on the item. If the spell's range is self, it targets the creature that activates the item. If the spell requires concentration, the creature that activates the item maintains the concentration as if they had cast the spell. When you infuse a spell in this way, it must be used within 8 hours. After that time, its magic fades and is wasted. You can have a limited number of infused spells at the same time. The number equals your Intelligence modifier.

Ability Score Improvement:

When you reach 4th, 8th, 12th, 16th, and 18th 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.

Superior Attunement: At 5th level, your superior understanding of magic items allows you to master their use. You can now attune to up to four, rather than three, magic items at a time. At 15th level, this limit increases to five magic items.

Soul of Artifice: At 20th level, your understanding of magic items is unmatched, allowing you to mingle your soul with items linked to you. You can attune to up to six magic items at once. In addition, you gain a +1 bonus to all saving throws per magic item you are currently attuned to.

Inventions:

Alchemy:

(all cost 2 invention points)

Alchemical Fire: As an action, you can pull out a vial of volatile liquid, and hurl the vial at a creature, object, or surface within 30 feet of you. On impact, the vial detonates in a 5-foot radius. Any creature in that area must succeed on a Dexterity saving throw or take 1d6 fire damage. This formula's damage increases by 1d6 when you reach certain levels in this class: 4th level (2d6), 7th level (3d6), 10th level (4d6), 13th level (5d6), 16th level (6d6), and 19th level (7d6).

Alchemical Acid: As an action, you can reach pull out a vial of acid, and hurl the vial at a creature or object within 30 feet of you (the vial and its contents disappear if you don't hurl the vial by the end of the current turn). The vial shatters on impact. A creature must succeed on a Dexterity saving throw or take 1d6 acid damage. An object automatically takes that damage, and the damage is maximized. 4 ARTIFICER This formula's damage increases by 1d6 when you reach certain levels in this class: 3rd level (2d6), 5th level (3d6), 7th level (4d6), 9th level (5d6), 11th level (6d6), 13th level (7d6), 15th level (8d6), 17th level (9d6), and 19th level (10d6).

Flash Bomb: As an action, you can pull out a clay pot filled with explosive flash powder, and hurl it at a point on the ground within 30 feet of you (the pot and its contents disappear if you don't hurl the pot by the end of the current turn). The pot explodes on impact, producing a bright flash. Each creature within ten feet of the point of impact must succeed on a Constitution saving throw or become blinded until the end of your next turn. After using this formula, you can't do so again for 1 minute.

Healing Draught: As an action, you can pull out a vial of healing liquid. A creature can drink it as an action to regain 1d8 hit points. The vial then disappears. Once a creature regains hit points from this alchemical formula, the creature can't do so again until it finishes a long rest. If not used, the vial and its contents disappear after 1 hour. While the vial exists, you can't use this formula. This formula's healing increases by 1d8 when you reach certain levels in this class: 3rd level (2d8), 5th level (3d8), 7th level (4d8), 9th level (5d8), 11th level (6d8), 13th level (7d8), 15th level (8d8), 17th level (9d8), and 19th level (10d8).

Noxious Gas: As an action, you can pull out a glass vial greenish brown fluid, and hurl it at a point on the ground within 30 feet of you (the vial and its contents disappear if you don't hurl the vial by the end of the current turn). The vial shatters on impact, producing a cloud of poisonous fumes. Each creature within 15 feet of the point of impact must succeed on a Constitution saving throw or become poisoned for 1d4 rounds, roll a separate d4 for each creature affected. After using this formula, you can't do so again for 1 minute.

Smoke Stick: As an action, you can pull out a stick that produces a thick plume of smoke. You can hold on to the stick or throw it to a point up to 30 feet away as part of the action used to produce it. The area in a 10-foot radius around the stick is filled with thick smoke that blocks

vision, including darkvision. The stick and smoke persist for 1 minute and then disappear. After using this formula, you can't do so again for 1 minute.

Stunning Powder: As an action, you can pull out a pouch of fine powder, and fling it in a direction you choose (the pouch and its contents disappear if you don't hurl the pouch by the end of the current turn). The contents spill forth, producing a spray of fine powder. Each creature within a 10 foot cone in front of you must succeed on a Constitution saving throw or become stunned until the end of your next turn. After using this formula, you can't do so again for 1 minute. The range of this formula increases when you reach certain levels in this class: 7th level (15 feet), 13th level (20 feet), and 19th level (25 feet).

Swift Step Draught: As a bonus action, you can reach into your and pull out a vial filled with a bubbling, brown liquid. As an action, a creature can drink it. Doing so increases the creature's speed by 20 feet for 1 minute, and the vial disappears. If not used, the vial and its contents disappear after 1 minute. After using this formula, you can't do so again for 1 minute.

Tanglefoot Bag: As an action, you can pull out a bag filled with writhing, sticky black tar and hurl it at a point on the ground within 30 feet of you (the bag and its contents disappear if you don't hurl the bag by the end of the current turn). The bag bursts on impact and covers the ground in a 5-foot radius with sticky goo. That area becomes difficult terrain for 1 minute, and any creature that starts its turn on the ground in that area has its speed halved for that turn. After using this formula, you can't do so again for 1 minute.

Thunderstone: As an action, you can pull out a crystalline shard and hurl it at a creature, object, or surface within 30 feet of you (the shard disappears if you don't hurl it by the end of the current turn). The shard shatters on impact with a blast of concussive energy. Each creature within 10 feet of the point of impact must succeed on a Constitution saving throw or be knocked prone and pushed 10 feet away from that point.

Arcane Firearms:

With your skills as an engineer, you can craft rifles, guns, and pistols. Each firearm has unique upgrades and special abilities. The firearms are built specifically for you and can look however you desire.

Ammo:

Ammunition for firearms can exclusively be crafted (depending on your DM's willingness to sell ammunition in their game). The materials cost 5gp per 10 rounds. You must spend 1 hour of

downtime and use your tinker's tools to craft ammo out of the materials. Ammo is universal for any gun you make unless you are playing with specific gun rules in your game.

Misfire:

Due to the chaotic and unpredictable sciences involved in your weaponry, they can backfire when least expected. If you roll a 1 (natural or modified) when attacking with any firearm (you make), you misfire. Roll a D6, if you roll a 1 through 5 the shot is a dud and requires an extra action to fix. If you roll a 6 then your shot backfires, you must succeed on a dexterity saving throw or take the weapon damage, if successful you take half the damage. If anyone other person (not taught by you) tried to fire the weapon it is an automatic misfire.

Dual Pistols:

2 Invention points

You craft two pistols that rapidly fire but take long to reload. Your attack bonus while using the pistols is your dexterity modifier + proficiency. The pistols act as if dual wielding; they use separate attacks but do not increase AC.

Damage: 1d4 piercing damage + Intelligence modifier.

Range: 50/ 100

Rate of fire: Reload every 3 shots (per pistol).

Weight: 3 pounds each

Upgrades:

1 Invention point: Increase the rate of fire to 5 shots

2 Invention points: Increase damage dice to 1d6

2 Invention points: All ammo fired becomes magical for overcoming resistances

3 Invention points: Increase damage dice to 1d8 (requires previous damage upgrade)

3 Invention points: Your reload is now a bonus action.

Rapid Fire *3 Invention points:* You can fire both pistols again in one round (4 attacks). You can do this as many times as your INT modifier per long rest.

Blunderbuss:

2 Invention points

You craft a firearm with a short range and a large barrel which is flared at the muzzle that can pack a large punch. Your attack bonus while using the blunderbuss is your DEX modifier + your proficiency bonus. The blunderbuss' damage changes based on the range it's fired from, the weapon requires two hands to operate.

Damage:

Any Range: 1d6 piercing

Within 20ft: 2d6 piercing

Within 10ft: 3d6 piercing

Range: 30/60

Rate of fire: reload every 2 shots

Reload time: 1 action

Weight: 8lbs

Upgrades:

2 Invention points: Increase the rate of fire to 4 shots

2 Invention points: Increase the rate of fire to 6 shots (Requires previous upgrade)

2 Invention points: All ammo fired from the blunderbuss is magical to overcome resistances.

2 Invention points: Increase damage die to 1d8

3 Invention points: Increase damage die to 1d10 (requires previous damage upgrade)

Knockdown *2 Invention points:* You can charge your shot with magical energy. When you attack and hit, the target takes an additional 1d4 force damage and has to make a DEX saving throw or is pushed 10ft away and knocked prone, you can do this as many times as your INT modifier per long rest.

Musket:

2 Invention points

You craft a rifle made for midrange attacks Your attack bonus is your DEX modifier + your proficiency bonus, the musket requires two hands to operate.

Damage: 1d12 piercing + INT modifier

Range: 60/ 180

Rate of fire: Reload every 4 shots

Reload time: 1 action.

Weight: 10lbs

Upgrades:

2 Invention points: Increase damage to 1d12

2 Invention points: Make 2 attack rolls to hit 2 targets (within 10ft of each other)

2 Invention points: All ammo fired from the musket is magical to overcome resistances.

2 Invention points: Increase damage to 2d12 (requires previous damage upgrade)

3 Invention points: Your reload is now a bonus action.

Dazing fire *3 Invention points:* On a hit, the target suffers normal damage and must make a Constitution saving throw (the DC is 8 + your INT modifier + your proficiency bonus) or suffer disadvantage on attacks until the end of their next turn

Sniper Rifle:

2 Invention points

You can craft a rifle made for long range, steady accuracy, and deadly precision. Your attack bonus (much like other firearms you craft) is your DEX modifier + your proficiency bonus. The sniper rifle requires two hands to operate

Damage: 1d10 piercing + INT modifier

Range: 150/300

Rate of fire: Reload every 3 shots

Reload time: 1 action.

Weight: 10lbs

Upgrades:

1 Invention point: Increase the rate of fire to 5 shots

2 Invention points: All ammo fired from the sniper rifle becomes magical to overcome resistance

2 Invention points: Increase range to 300/450

2 Invention points: Increase damage to 2d10

3 Invention points: Increase damage to 3d10 (requires previous damage upgrade)

Aimed fire *4 Invention points:* You charge the rifle with magical energy to aim precisely for a weak spot. If you hit when attacking with this rifle, you can turn the hit into an automatic critical. You can do this as many times as your INT modifier per long rest.

Clockwork constructs:

Being a master tinkerer, you can bring life a construct that does your bidding. The construct is made of metal, clockwork, and magic. It can look however you desire, given the right materials and can have any personality you want (if you give it one). When you invent and new construct you gain the mending cantrip (regardless of cantraps known), mending can heal your construct up to your INT modifier. You also gain the ability to cast mending at higher levels, each level after first you heal your construct by an additional 1d8. You can also spend a short rest repairing your construct by rolling its hit dice or to full on a long rest. If the construct is killed it can be returned to life via the revivify spell. In addition, over the course of a long, rest you can repair a slain construct if you have access to all its parts and it will return to life at 1 hit point after the rest. If the servant is beyond recovery you can build a new one with a week of work (eight hours a day) and 1,000gp of raw materials (at no extra cost of invention points).

CLOCKWORK DRONE

2 *Invention Points*

You craft a small flying construct made for discreet stealth and recon. The drone follows your commands and acts on your turn in combat.

Clockwork Drone

Small construct, unaligned

Armor Class 17

Hit Points 15 (6d4-6)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	8 (-1)	1 (-5)	10 (+0)	1 (-5)

Saving Throws DEX +5

Skills Arcana +2, History +2, Perception +4, Religion +2, Stealth +4

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Deafened, Frightened, Paralyzed, Petrified, Poisoned.

Senses passive Perception 14

Languages --

Challenge 3 (700 XP)

Claw Grab The drone has a claw that can grab and pick things up that weigh no more than 60 pounds.

ACTIONS

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4+3) slashing damage.

Upgrades:

1 *Invention Point:* Increase Hit Points by +10

2 *Invention Points:* Increase Armor class by +1 to a maximum of +6.

2 *Invention Points:* Increase carrying capacity by +50lbs to a maximum of +200lbs.

Stealth Field 2 *Invention Points:* As an action the drone can turn invisible for 1 hour. It can use this feature as many time as half your intelligence modifier rounded down and resets each long rest.

Shrink 3 *Invention Points:* As a bonus action, the drone can shrink down to the size of a few inches. The drone operates as normal and can transform back as a bonus action when you decide.

Lockpick 2 *Invention Points:* You give the drone built in lockpicking tools. The drone can automatically open any non-magical locks. It can use this feature as many time your intelligence modifier and resets each long rest.

Remote Detonation 1 *Invention Point:* As an action, the drone can explode. Each creature in a 10ft radius must succeed a dexterity saving throw or take 10d10 fire damage, or half of much if they succeed. Once the drone has detonated it cannot be brought back to life by magical means and a new one must be crafted as described on page 6.

CLOCKWORK FIGHTER

2 *Invention Points*

You craft a humanoid sized construct made for brawling and fighting. The drone follows your commands and rolls its own initiative during combat.

Clockwork Fighter

Medium construct, unaligned

Armor Class 14

Hit Points 28 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	10 (+0)	1 (-5)	10 (+0)	1 (-5)

Skills Athletics +5, Intimidation +3

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Deafened, Frightened, Paralyzed, Petrified, Poisoned.

Senses passive Perception 10

Languages --

Challenge 3 (700 XP)

ACTIONS

Punch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6+3) bludgeoning damage.

Upgrades:

1 *Invention Point:* Increase Hit Points by +10

1 *Invention Point:* Increase Attack bonus by +1

2 *Invention Points:* Increase Armor class by +1 to a maximum of +6.

2 *Invention Points:* Construct gains multiattack.

3 *Invention Points:* Increase Damage Dice to a d10

Shrink 3 *Invention Points:* As a bonus action, the drone can shrink down to the size of a few inches. The drone operates as normal and can transform back as a bonus action when you decide.

Grapple Hands 3 *Invention Points:* You upgrade the hands of the construct that can fire up to 60ft away. The hands are attached via rope and can pull items, pull itself, hang from ceilings, etc.

Head Bomb 1 *Invention Point:* As an action the fighter can screw off its head and make a ranged attack. +10 to hit. If it hits, the head explodes and the target takes 5d10 fire damage & 5d10 bludgeoning damage. While the construct is missing its head, it moves in a random direction dictated by a roll of a d8 when moving in combat. It costs 200gp to repair the head.

CLOCKWORK MOUNT

2 Invention Points

You craft a large construct in the shape of an animal that you can ride. The drone follows your commands and acts on your turn in combat.

Clockwork Mount

Large construct, unaligned

Armor Class 10

Hit Points 40 (4d10+12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	1 (-5)	10 (+0)	1 (-5)

Skills Athletics +5

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Deafened, Frightened, Paralyzed Petrified, Poisoned.

Senses passive Perception 10

Languages --

Challenge 3 (700 XP)

Baggage Space The mount has an extra space on the inside that can hold up to 50lbs of equipment.

ACTIONS

Slam Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d10) bludgeoning damage.

Upgrades:

1 Invention Point: Increase Hit Points by +10

1 Invention Point: Increase carrying capacity by +50lbs to a maximum of +500lbs.

1 Invention Point: Give mount a horn that is whatever sound you choose.

1 Invention Point: You craft a remote with a single button, when the button is pressed the mount comes to you as quick as possible as long as you are on the same plane of existence.

2 Invention Points: Increase Armor class by +1 to a maximum of +6.

Shrink 3 Invention Points: As a bonus action, the drone can shrink down to the size of a few inches. The drone operates as normal and can transform back as a bonus action when you decide.

Shielding Seat 3 Invention Point: You craft an interior to the mount that you can sit inside of yet still see out of. While inside the mount, you cannot be targeted by attacks or spells, you also cannot target any creatures with spells or attacks. It is a bonus action to go inside or outside.

Auto Mobile Mount 4 Invention Points: You craft magical motorized wheels on the mount, replacing the legs. This increases the speed of the mount to 80ft and gains a trample attack. One creature must succeed a dexterity save or take 2d10 bludgeoning damage.

MECHANICAL LIMBS

You take your knowledge of construct creations and engineering and apply them to your own body. You can augment yourself to improve aspects of your body. Each augmentation replacing your old body part and cannot be repaired unless by magical means.

MADNESS

Chopping off arms and replacing them with magical metal comes at a cost. Every time you take 3 mechanical upgrades, roll Constitution save against your own DC. If you fail you gain 1 random indefinite madness from the Dungeon Masters Guide that cannot be resolved except from a *wish* spell.

After 3 failures, you become a construct. Losing all intelligence, sentience, and charisma. The DM takes control of your character.

FACE

Arcane Scent 1 Invention Point: You craft a mechanical nose that can smell if an item is magic if you hold it up to your nose.

1 Invention Point: Know the school of magic.

1 Invention Point: Increase range to 30ft.

Mechanical Sense 1 Invention Point: You craft mechanical ears and gain a +3 to perception checks that rely on hearing.

1 Invention Point: Translates 2 languages.

3 Invention Points: As a bonus action you cannot be snuck up on or surprised for 10 minutes. You can use this upgrade as many times as your intelligence modifier and resets each long rest.

Robotic Eye 1 Invention Point: You craft a mechanical eye and gain a +3 to perception checks that rely on sight.

2 Invention Points: Gain a +2 to ranged attacks.

3 Invention Points: You can see invisible creatures for 10 minutes. You can use this upgrade as many times as your intelligence modifier and resets each long rest.



ARMS

Grappling Hook Hand 2 *Invention Points*: You craft a mechanical hand that has a rope attached. The hand has a range of 40ft, can pull or carry up to 250lbs.

1 *Invention Point*: The rope becomes a *rope of entanglement*.

Arcane Hand 2 *Invention Point*: You craft a mechanical hand that can cast spells. Choose up to 3 level 1 spells from the Sorcerer Spell List. You can cast each spell once each long rest.

2 *Invention Points*: Choose 2 spells from level 2 spells.

2 *Invention Points*: Choose 2 spells from level 3 spells. (Prerequisite: Upgrade 1)

2 *Invention Points*: Choose 2 spells from level 4 spells. (Prerequisite: Upgrade 3)

Arm Guard 2 *Invention Points*: You craft a mechanical hand that can create a shield. You must attune to the arm with a spell slot. As an action you can cast a spell slot into the arm to generate a shield. The shield grants a AC bonus of +2. If the bonus added to your armor class is met on an attack roll, the shield takes damage. The shield has 30 hitpoints until it is destroyed.

1 *Invention Point*: You can cast a spell slot above Level 1 into the shield. For every level above 1st the shield gains AC +1 and 10 extra hit points.

LEGS

Calibrated Legs 2 *Invention Points*: You augment both of your legs which increases your carrying capacity by 25 lbs.

1 *Invention Point*: Increases your carrying capacity by another 25 lbs.

2 *Invention Points*: Increases your walking speed by +10 ft.

2 *Invention Points*: Increases your jump height by double.

3 *Invention Points*: As a bonus action you can gain tremorsense for 10 minutes. You can use this upgrade as many times as your intelligence modifier and resets each long rest.

TORSO

Armored Torso 2 *Invention Points*: You replace pieces of your flesh with metal and armor, increasing your armor class by +2.

2 *Invention Points*: Increases your maximum hit points by 10 to a maximum of 50.

3 *Invention Points*: Increase your armor class additionally by +2

3 *Invention Points*: Replace your digestive system, organs, and other important bits for magical artificer metal and remove your ability to eat food or drink water.

3 *Invention Points*: Replace your blood with new magical super blood! You can no longer take poison damage or suffer the poisoned condition.

3 *Invention Points*: Replace your lungs with new super high-tech magical respirators that oxidize your blood just the same. You no longer need to breathe air.

Artificer Spell List:

Cantrips:

Acid Splash, Create Bonfire, Firebolt, Light, Lightning Lure, Mage hand, Magic stone, Mending, Message, Prestidigitation, Ray of Frost, Resistance, Shocking grasp, Thunderclap

1st Level:

Alarm, Arcane weapon, Catapult, Cure wounds, Disguise self, Expeditious retreat, False life, Find familiar, Grease, Jump, Longstrider, Sanctuary, Shield of faith

2nd Level:

Aid, Alter self, Arcane Lock, Blur, Continual flame, Darkvision, Enhance ability, Enlarge/reduce, Heat metal, Invisibility, Lesser restoration, Levitate, Magic mouth, Magic weapon, Protection from poison, Pyrotechnics, Rope trick, See invisibility, Skywrite, Spider climb

3rd Level:

Blink, Call lightning, Dispel Magic, Fly, Gaseous form, Glyph of warding, Haste, Lightning bolt, Protection from energy, Revivify, Tiny Servant, Water breathing, Water walk

4th Level:

Arcane eye, Death ward, Fabricate, Freedom of movement, Leomund's secret chest, Mordenkainen's faithful hound, Mordenkainen's private sanctum, Otiluke's resilient sphere, Stone shape, Stoneskin

5th level:

Animate object, Bigby's hand, Creation, Skill empowerment, Transmute rock, wall of stone