

ELECTROBINDER

HOME BREW



Artificier (2019) Subclass



ELECTROBINDER

Electrobinders study the power of electricity, they are capable of channeling their magic through their weapons and unleashing the terror of the thunder. These artificers are excellent explorers and transmuters.

TOOLS OF THE TRADE

By the time you adopt this specialty at 3rd level, you're deeply familiar with employing its tools.

Proficiencies. You gain proficiency with cartographer's tools and stringed instruments, assuming you don't already have them.

Crafting. When you craft a map you can spend a spell slot to create it with your magic and generate the structure of surrounding environment perceived by your electromagnetic waves. If you spend 1 minute you can map up to 240 feet in closed areas, in open areas the radius extends up to 1000 feet. Electromagnetic waves spreads around corners and ignore illusions.

ELECTROBINDER SPELLS

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

ELECTROBINDER SPELLS

Artificer Level	Spell
3rd	Thunderwave, Earth Tremor
5th	Shatter, Locate Object
9th	Thunder Step, Lightning Bolt
13th	Elastic Sphere, Freedom of Movement
17th	Teleporation Circle, Rary's Telepatic Bond

Electrobinder v1.0 Archetype by u/ranikirn
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TELEFORCE

At 3rd level, you learn how to generate an arcane transducer as a floating electric sphere within 30 feet of you, it is immovable and can't suffer damage, only a dispel magic or disintegrate can destroy it. You can summon the sphere once for free and must finish a long rest before doing so again. You can also summon the sphere by expending a spell slot of 1st level or higher. If you summon a second sphere, the first sphere disappears, it disappears after 10 minutes and you can dismiss it early as an action. You can cast hit roll spells through the sphere and add 1d8 as extra lightning damage on hit. When you reach 14th level, the extra damage increases to 2d8.

Also, at 6th you add your Intelligence modifier to the damage roll of any spell that deal only lighting or thunder damage if cast through the sphere.

CONTROLLED INDUCTION

At level 6th you are able to create and exploit radio frequency to amplify your senses. After casting a spell with your cartographer's supplies or a stringed instrument as spellcasting focus, you gain blindsight 120 feet and as bonus action you can make an Intelligence (Perception) check. These benefits last for 10 minutes.

In addition, you can cast once per long rest *Find Traps* without expending a spell slot, provided you use cartographer's supplies as the spellcasting focus.

LIVING COIL

At level 14th your body is constantly suffused with electricity. You gain resistance to lightning and thunder damage. In addition, each time an enemy deals damage to you as reaction you can send a thunder and that creature must make a Dexterity saving throw. It takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. You can use this feature a number of times equal to your Intelligence modifier (minimum 1). You regain all charges after a long rest.

Also, while your *Teleforce* is active your *Shocking Grasp* has advantage on hit.



ELECTROBINDER INFUSIONS

Artificers have invented numerous magical infusions that rapidly create magic items. To the untrained, artificers seem like wonderworkers, accomplishing in hours what others need weeks to complete. The description of each infusion tells you the type of item that can receive it. The description also tells you if the resulting magic item requires attunement. Some infusions specify a minimum artificer level. You can't learn such an infusion until you are at least that level. Unless an infusion's description says otherwise, you can't learn the infusion more than once.

PORTABLE TRANSMUTER

Item: any tool

If you cast cantrips with this tool, you can commute any damage in lightning damage.

ARMOR OF CONDENSERS

Prerequisite: 4th-level artificer

Item: A suit of armor

While wearing this armor you can use *Arcane Recovery* once per long rest.

ELECTROBOOTS

Prerequisite: 4th-level artificer

Item: A pair of boots (requires attunement)

These boots grants 10 feet of extra movement and when you are hit by an attack that make you fall prone, you can use your reaction to stay up.

