

TINKERER

BASIC CLASS INFORMATION



A bespectacled halfling awaits the results of her latest, most greatest invention of all. Towering high above her stands a giant figure. With a “BEE-OOP!”, its red eyes activate, glowing menacingly.

As the enemy army approaches, the castle’s gate lowers and a single armored knight emerges. Flames belch from his breastplate and lightning crackles along the length of his sword. Accompanied by the sound of whirring gears and cogs, the dragonborn marches forth into the madness of war.

WRITING LEUKU
COLOR ART JOYCE MAUREIRA
GRZEGORZ PEDRYCZ
EDITING MIKE MYLER
LAYOUT ERIC LIFE-PUTNAM



Mages master the arts arcane and priests work the essence divine for their spells, but magic is a force not bound by so simple a dichotomy. For the brilliant of mind and keen of craft, another branch grows outward to capture and utilize supernatural power through the means of artifice: the ways of the tinkerer. Through their Affect-Engines they bring to life impressive contraptions, craft incredible devices, and forge legendary destinies by way of a courageous heart and maddening intellect.

MAD GENIUSES

Tinkerers reshape the world around them through mechanical means, but they are far more than artisans—their creations subvert and circumvent the barriers of physical laws, fueled by the magical energy that suffuses the planes. All tinkerers craft at impossible speeds and discover Affect-Engines, machines that consume ambient mystical power and spit out elemental forces. First invented by a master poet tinkerer, the “affect” from the name is said to come from the passion, tension, and frustration enticed by the fire, lightning, and cold they produce.

Tinkerers craft at increasingly faster rates and are capable of constructing almost anything but their greatest strength is flexibility—depending on their source of inspiration, they fit amongst adventurers of all types. Primarily weapons-based casters, tinkerers use magic to empower their weapons or fuel Power Appliances, tending towards singular obsessions that careen to maddening heights in the pursuit of knowledge.

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CREATING A TINKERER

When you build your tinkerer consider what field of study you’re researching or what scientific achievement you pursue. Perhaps you want to study the construction of automatons, or investigate the nature of portals to other realms? Or maybe you just want to blow s**t up.

Once you’ve imagined your goal, consider why you are now on the road. Was the knowledge at your home insufficient to meet the demands of your designs? Mayhap you were chased out by people who feared your risky engineering. Or perhaps you were encouraged to seek new frontiers by those who foresaw your genius positively impacting countless lives.

How do you relate to your peers? Are you eager to share your ideas to anyone who would listen, or do you struggle to find anyone who can understand your brilliance? Is friendship an enigma to decipher, or one of the greatest achievements you can acquire?

Multiclassing Prerequisite: Intelligence 13

Proficiencies Gained: Light armor, medium armor, simple weapons, 3 artisan’s tools of your choice

TINKERER SPELL LIST

1st Level: *alarm, burning hands, charm person, color spray, create or destroy water, expeditious retreat, floating disk, fog cloud, identify, illusory script, jump, longstrider, silent image, thunderwave, unseen servant*

2nd Level: *barkskin, blur, continual flame, darkvision, enthrall, gentle repose, gust of wind, knock, locate animals or plants, locate object, mirror image, ray of enfeeblement, shatter, web*

3rd Level: *blink, call lightning, daylight, feign death, fireball, fly, glyph of warding, lightning bolt, stinking cloud, tongues, water breathing, water walk*

4th Level: *black tentacles, compulsion, confusion, conjure minor elemental, control water, dimension door, dominate beast, locate creature, stone shape*

5th Level: *cloudkill, cone of cold, conjure elemental, dominate person, fabricate, geas, modify memory*

TABLE: THE TINKERER

Level	Proficiency	Features	Construction	Spell Slots per Level				
	Bonus		Rate (gp/hr)	1st	2nd	3rd	4th	5th
1st	+2	Construction, Affect-Engine (1)	5	—	—	—	—	—
2nd	+2	Spellcasting, Affect Discharge, Expertise	10	2	—	—	—	—
3rd	+2	Field of Study	15	3	—	—	—	—
4th	+2	Ability Score Improvement	20	3	—	—	—	—
5th	+3	Affect-Engine (2), Instacraft (1 gp)	30	4	2	—	—	—
6th	+3	Switch Function	40	4	2	—	—	—
7th	+3	Field of Study Feature	50	4	3	—	—	—
8th	+3	Ability Score Improvement, Improved Affect Discharge	60	4	3	—	—	—
9th	+4	—	70	4	3	2	—	—
10th	+4	Field of Study Feature, Expertise	80	4	3	2	—	—
11th	+4	Affect-Engine (3), Instacraft (25 gp)	100	4	3	3	—	—
12th	+4	Ability Score Improvement	120	4	3	3	—	—
13th	+5	—	140	4	3	3	1	—
14th	+5	Intense Concentration	160	4	3	3	1	—
15th	+5	Field of Study Feature	180	4	3	3	2	—
16th	+5	Ability Score Improvement	200	4	3	3	2	—
17th	+6	Affect-Engine (4)	250	4	3	3	3	1
18th	+6	Instacraft (100 gp)	300	4	3	3	3	1
19th	+6	Ability Score Improvement	350	4	3	3	3	2
20th	+6	Field of Study Feature	500	4	3	3	3	2

CLASS FEATURES

As a tinkerer, you gain the following class features.

Hit Points

- **Hit Dice:** 1d8 per tinkerer level
- **Hit Points at 1st Level:** 8 + your Constitution modifier
- **Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per tinkerer level after 1st

Proficiencies

- **Armor:** Light armor, medium armor
- **Weapons:** Simple weapons
- **Tools:** All artisan's tools
- **Saving Throws:** Constitution, Intelligence
- **Skills:** Choose three from Arcana, History, Insight, Investigation, Medicine, Perception, and Religion

Equipment

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

- (a) leather armor or (b) a chain shirt
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) an explorer's pack or (b) a scientist's pack
- (a) a crowbar or (b) a hammer
- a dagger and 3 artisan's tools of your choice

Starting Equipment

When you create a tinkerer, you can start with 5d4 x 10 gp instead of receiving the equipment from your class and background.

Scientist's Pack (33 gp). Includes a backpack, an empty journal of graph paper, 2 charcoal writing implements, a small box of chalk, a beaker, a pipette, a slide rule, 3 empty glass flasks with cork stoppers, and 5 empty glass vials with cork stoppers.

Construction

Your spark compels you to build magnificent creations! You gain the ability to craft any mundane non-consumable objects at a rate determined by your tinkerer level.

At 1st level, you can craft at a rate of 5 gold pieces per hour. This rate increases as shown in the tinkerer table. For example, a 3rd level tinkerer can craft a 15 gp morningstar in 1 hour. Construction crafting counts as light activity for the purposes of short and long rests.

Rapidly crafting a quality item is wasteful, however. While crafting, you must expend material (such as wood, metal, or glass) with a value equal to the item you want to make. The item can be an exact duplicate of a nonmagical item, such as a copy of a key, if you possess the original during your crafting.

To construct an item you may also need an artisan’s tools (such as glassblower’s tools for a spyglass) or a forge (for a sword) but creative use of your Affect-Engine and Power Appliances may suffice. Items you construct that aren’t weapons or armor have hit points determined by the material they are made out of and an AC equal to your spell save DC.

OBJECT HIT POINTS TABLE

Size	Fragile	Resilient
Tiny (bottle, lock)	2 (1d4)	5 (1d4)
Small (chest, lute)	3 (1d6)	10 (3d6)
Medium (barrel, chandelier)	4 (1d8)	18 (4d8)
Large (cart, 10-ft. square window)	5 (1d10)	27 (5d10)

Affect-Engine

You have discovered how to capture ambient magical energy and convert it into elemental output through the Affect-Engine, converting raw evocation magic through the power of science!

At 1st level, you can have only one working Affect-Engine at a time. Crafting a new engine causes the old one to fall apart. This number increases by one at 5th, 11th, and 17th level.

An Affect-Engine weighs 1 lb. and is the size of your hand. It takes 1 hour to craft an Affect-Engine, and you are able to do so with virtually any

materials available so long as the total value of the materials equals or exceeds 5 gp.

When you complete an Affect-Engine, choose one of these three types of energy: cold (cold engine), fire (flame engine), or lightning (lightning engine).

You can take the Use an Object action to attach or detach an Affect-Engine you are touching against a weapon or object. You can change an Affect-Engine’s type with 1 hour of maintenance during a short or long rest.

Power Appliances

Affect-Engines can be incorporated into your creations to supply power or perform other tasks. Examples of Power Appliances are detailed at the end of this article and in the forthcoming EN5IDER *Tinkerer: Advanced*. When an item with an attached Affect-Engine is destroyed, the Affect-Engine is destroyed.

Spellcasting

By 2nd level, you tap into the power of ambient magic.

Sparknotes

At 2nd level, you scribe a sheaf of sparknotes containing six 1st-level spells of your choice. Your sparknotes contain the results of your research into the tinkerer spells you know.

Preparing and Casting Spells

The Tinkerer table, above, 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.

You prepare the list of spells that are available for you to cast. To do so, choose a number of spells from your sparknotes equal to your intelligence modifier + half your tinkerer level rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of spells requires time spent studying your sparknotes and



calculating the formulas and equations you must make to cast the spell: at least 1 minute per tinkerer level for each spell on your list.

Spellcasting Ability

Intelligence is your spellcasting ability for your spells, since you innovate through study and inspiration. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a 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

Ritual Casting

You can cast a tinkerer spell as a ritual if that spell has the ritual tag and you have the spell in your sparknotes. You don't need to have the spell prepared.

Spellcasting Focus

You craft a scientific instrument: a refracting prism (crystal), puzzle cube (orb), ruler (rod), meter stick (staff), or pointer (wand). You can use this instrument as a spellcasting focus for your tinkerer spells.

Learning Spells of 1st Level and Higher

Each time you gain a tinkerer level, you can add one spell of your choice to your sparknotes. Each of these spells must be of a level for which you have spell slots, as shown on the tinkerer table. On your adventures, you might find other spells that you can add to your sparknotes.

Affect Discharge

At 2nd level, when you hit a creature with a weapon attack with an attached Affect-Engine, you can expend one spell slot to deal additional damage to the target. The additional damage is 2d6 for a 1st-level spell slot, plus 1d6 for each spell level higher than 1st, to a maximum of 5d6. The damage type is according to the type of Affect-Engine.

Expertise

At 2nd level, choose two of your tool proficiencies or one of your skills and one of your tool proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 10th level, you can choose two more of your proficiencies in this same manner to gain this benefit.

Field of Study

When you reach 3rd level, you determine your field of study. The Steam Knight is detailed at the end of the class description, and the Bombardier and Mechanic appear in *EN5IDER Tinkerer: Advanced*.

Your choice grants you features at 3rd level and again at 7th, 10th, 15th, and 20th level. Those features include genius sparks.

Genius Sparks

Each field of study has a list of associated spells called Genius Sparks. You gain access to these spells at the levels specified in each field of study description. Once you gain access to a spell, you immediately add it to your sparknotes, but must prepare them as normal. If you gain a spell that does not appear on the spell list, the spell is nonetheless a tinkerer spell for you.

Instacraft

Starting at 5th level, with Construction you can use an action to craft an item with a value of 1 gp or less. You can use Instacraft a number of times equal to your Intelligence modifier between long rests. When you finish a long rest, you regain your expended uses.

At 11th level, the value of items you can create with Instacraft increases to 25 gp, and again at 18th level to a value of 100 gp.

Switch Function

At 6th level, a breakthrough increases the flexibility of your Affect-Engines. As an action or bonus action, you can change the elemental type of an Affect-Engine you are touching to another type. To

use this feature on an Affect-Engine, it must not be performing any task. An Affect-Engine that is attached to an object but is otherwise not doing anything is not considered to be performing a task.

Improved Affect Discharge

At 8th level, you upgrade your Affect-Engines to consistently output bursts of energy. Once per turn whenever you hit using a weapon attack with one or more attached Affect-Engines, you can deal 1d8 energy damage to the target (of the Affect-Engine's type), in addition to the weapon's damage.

This damage increases to 2d8 at 14th level. Additional Affect-Engines do not increase the damage, but you may choose between damage types when you use this feature.

Intense Concentration

By 14th level, attempts to befuddle your mind through brute intellectual force are repulsed. You add your Intelligence modifier to your Wisdom and Charisma saving throws.

Fields of Study

The tinkerer has three Fields of Study; the Bombardier and Mechanic appear in *EN5IDER Tinkerer: Advanced*. Each represents a specialization into an application of science.

Steam Knight

Spitting lightning and roaring into the sky, these menacing soldiers of science reshape every encounter. Steam knights wade into the front lines of conflict to prove the worth of their intellect through violent contest, attaching Affect-Engines to improve their armor's offensive, defensive, and tactical capacity.

GENIUS SPARKS

Tinkerer Level	Spells
3rd	<i>shield</i>
5th	<i>heat metal</i>
9th	<i>protection from energy</i>
13th	<i>fire shield</i>
17th	<i>banishing smite</i>

Affect Armor

Also at 3rd level, if an Affect-Engine is attached to your armor and a creature within 5 feet of you hits you with a melee weapon attack, it takes 1d4 + your Intelligence modifier damage (of the Affect-Engine's type). Your Affect Armor die changes when have more Affect-Engines attached. The die becomes 1d6 for 2 Affect-Engines, 1d8 for 3 Affect-Engines, and 1d10 for 4 Affect-Engines. When multiple Affect-Engines are attached to your armor, you choose the type of damage.

Additionally, while an Affect-Engine is attached in this way, you can use Affect Discharge through a melee weapon you are wielding that normally requires an Affect-Engine to be attached to the weapon.

When you reach 15th level in this class, your Affect Armor deals one additional die of damage.

Bonus Proficiencies

When you choose this Field of Study at 3rd level, you gain proficiency with heavy armor, shields, and martial weapons.

Armor Engine Upgrade

Starting at 7th level, depending on the type of Affect-Engine attached to your armor, you can as a bonus action to activate a corresponding feature that lasts for up to 1 minute. You can only use one of these options at a time. Once you use this feature, you can't use it again until you finish a short or long rest.

- **Cold.** At the start of each of your turns a 20-foot-radius around you becomes coated in slippery ice, turning the area into difficult terrain. Creatures that start their turn on the ice must make a Dexterity saving throw against your spell save DC or fall prone. Your walking speed increases by 10 feet while moving on the slippery ice and you do not treat it as difficult terrain.
- **Flame.** You gain a fly speed of 20 feet.
- **Lightning.** As an action you can magnetize objects you are holding in your hand, or attract and repel magnetized objects and ferrous

metals up to a distance of 60 feet. Worn objects and objects that weigh more than 30 lbs. are unaffected. If held by a creature, the creature must make a Strength saving throw against your spell save DC, losing grip of the object on a failed save. You can make ranged weapon attacks with objects you are attracting or repelling, using your spell attack bonus and dealing 1d6 + your Intelligence modifier damage (determined by item).

Affect Armor Coat

At 10th level, when one or more Affect-Engines are attached to armor you are wearing, you gain a +1 bonus to AC and you have resistance to each Affect-Engine's damage type.

Affect Armor Pocket

Also at 10th level, you can store one suit of armor inside of an Affect-Engine by speaking a command word and attaching it to the armor. After 1 minute, the armor finishes collapsing into the Affect-Engine. As an action, you can attach the Affect-Engine to a willing or unconscious creature and speak the command word. The creature gains the paralyzed condition until the start of its next turn when it is wearing the suit of armor. You can use an action to touch the Affect-Engine and speak the command word to retract the suit of armor. At the start of the creature's next turn, the armor retracts into the Affect-Engine. This feature has no effect on creatures unable to fit a stored suit of armor and creatures already wearing medium or heavy armor.

Engine Exoskeleton

At 20th level, as an action you can combine one Affect-Engine of each type and attach them to armor you are wearing to create your ultimate armor. For the next minute, you gain the following benefits:

- You gain resistance to all damage types except psychic
- Your Affect Armor deals an additional die of damage
- Your Affect Discharges deal an additional 3d6 damage

- Your Armor Engine Upgrade activates and you can swap between Armor Engine Upgrade options as a bonus action
- You can make a single melee weapon attack as a bonus action on each of your turns.

Once you use this feature, you can't use it again until you finish a long rest.

POWER APPLIANCES

The following are examples of some combinations of Constructions and Affect-Engines. More appear in EN5IDER *Tinkerer: Advanced*.

Grapnel Gun

Requirements: 100 gp of material + 50-150 ft. of rope + 2 lightning engines

Size: Tiny

Weight: 4 lbs.

You craft a line-launching hand crossbow-like device that fires a retractable, detachable line with a hooked or clawed end. As an action, you can launch the line at an appropriate surface like a rock ceiling or wooden beam, and make a spell attack against AC 12 (range 50/150 ft.). On a success, the line hooks or wraps onto the surface.

You can use a bonus action to retract or detach the line. Retracting the line pulls you 50 feet towards the surface. The line can retract a weight up to 15 times your Intelligence score or support up to 30 times your Intelligence score. Each additional attached lightning engine doubles these values.

Power Tool

Requirements: any handheld tool + 1 gp of material + 1 lightning engine

Size: Variable

You upgrade a tool like a crowbar, hammer, or shovel with motors. You have advantage on ability checks made using a Power Tool. When either result on a d20 is 5 or less, the Power Tool and Affect-Engine break apart. When you would already have advantage on an ability check using a Power Tool, add your Intelligence modifier.

Power Torch

Requirements: 1 torch + 1 flame engine

Size: Tiny

This torch is illuminated by science, spreading bright light in a 20-foot-radius and dim light 20 feet beyond that. You can use a bonus action to turn a Power Torch on and off. 