Now, shall we begin the Experiment?

An Artificer Specialist/Artificer Subclass by My Wife is the MC inspired by the Kamen Rider Build.

Watch our video on this homebrew here!

Artificer

At 3rd level, an Artificer gains the Artificer Specialist feature (5e 2014) or the Artificer subclass (5e 2024). The Synthesis Weaver represents the innovative and experimental nature of Kiryu Sento/Kamen Rider Build from Kamen Rider Build.

D&D 5th Edition Compatibility

The following character option is designed using the syntax and format standards of the 2024 version of D&D 5th Edition, and is 5e Compatible. If the mechanics differ between the 2014 and 2024 versions, a feature will appear twice with (5e 2014) or (5e 2024) indicated in the name, and the differences will be highlighted whenever possible.

There is no 2024 Artificer

As of the time of writing this homebrew, the Artificer has yet to receive an updated version for 5e 2024 outside of playtest material.

An Alternative to Magic Items

This homebrew subclass is meant to be an alternative to the magic items provided by my Kamen Rider Build-inspired setting guide **[Ko-Fi][Patreon]**. Expect to see some names and terminology carry over to this document, while other items from the setting guide may not have an equivalent to keep the subclass's balance and usability. If your table intends to use this subclass along with the setting guide, the following sections in **Chapter 3** of the guide can be ignored:

- Transformation Device
- Transformation Compounds
- Other Magic Items

Synthesis Weaver

Fuse Contrasting Powers to Find Your Best Match

A Synthesis Weaver uses a special device that combines two different sources of power to conjure a powerful aegis greater than the sum of its parts.

Homebrew Material

This subclass is homebrew content, created with care and refined through multiple design passes. While it hasn't been through full-scale playtesting, it's built with balance, clarity, and fun in mind. You may still encounter the occasional edge case or moment of friction during play, so feel free to adjust anything to fit your table's needs. If you find issues or have feedback, please share it here. As with all unofficial content, this material isn't legal for D&D Adventurers League or other official events.

Level 3: Synthesis Weaver Spells

When you reach an Artificer Level specified in the Synthesis Weaver Spells table, you thereafter always have the listed spells prepared.

Synthesis Weaver Spells

Artificer Level	Spells
3	*Bane, Protection from Evil and Good*
5	*Augury, Prayer of Healing*
9	*Bestow Curse, Remove Curse*
13	*Fire Shield, Locate Creature*
17	*Dispel Evil and Good, Hold Monster*

Level 3: Synthesis Furnace

When you finish a Long Rest while holding Tinker's Tools, you can create a device called a Synthesis Furnace. This can be a belt, helmet, ring, gauntlet, or any other similar wearable item (your choice). This device combines two contrasting forces called compounds to create a Synthesized Aegis. Only you can use its properties, provided you are wearing it. If you create another Synthesis Furnace, the previous one is immediately destroyed.

Furnace Infusions (5e 2014). The Synthesis Furnace can be infused by one of your Artificer Infusions that has a suit of armor as a prerequisite, or a prerequisite appropriate to its form (such as a glove or belt).

Synthesis Compounds. You know 2 Artificial Compounds and 2 Vital Compounds, each of which is detailed at the end of this subclass's description under "Artificial Compounds" and "Vital Compounds" respectively.

Learning New Compounds. You learn one new Artificial Compound and one new Vital Compound when you reach higher Artificer Levels: at level 5 (3 of each compound), level 9 (4 of each compound), level 13 (5 of each compound), and level 17 (6 of each compound). Each time you gain an Artificer level, you can replace one Artificial or Vital Compound you know with a different one of the same type.

Synthesized Aegis. When you roll Initiative while wearing the Synthesis Furnace, or as a Bonus Action during your turn, you fuse one Artificial and one Vital Compound that you know to conjure a Synthesized Aegis that enshrouds you. You determine its appearance, such as a suit of armor themed around the compounds, or a translucent form composed of two opposing colors.

The aegis vanishes after 1 hour, and it vanishes early as an action during your turn or if you are reduced to 0 Hit Points.

Once you use a compound to conjure the aegis, you can't use the same compound again until you finish a Short or Long Rest, or if you expend a spell slot as part of conjuring the aegis.

The Synthesized Aegis has the following properties:

Aegis Armor Class. While you aren't wearing any armor, your base Armor Class equals 10 plus your Intelligence and Proficiency Bonus. You can use a Shield and still gain this benefit.

Synthesis Attacks. You can use your Intelligence modifier, instead of Strength or Dexterity modifier, for the attack and damage rolls using a weapon or Unarmed Strike. In addition, your weapon attack or Unarmed Strike can deal Force damage or its normal damage type.

Compound Effects. You gain the effects of the Artificial and Vital Compounds used to conjure the aegis. Certain combinations of Artificial and Vital Compounds form a Synthesis Pair. The Synthesis Pair table shows the combinations that form the pair, as well as the additional benefit it grants.

Compound Switch. As a Bonus Action, you can change the Artificial or Vital Compound (or both) used to conjure your aegis and replace it with another one you know of the same type. When you do so, the aegis is conjured anew, losing the effects of the previous compounds and gaining the effects of the new one.

Compound Maelstrom. As a Bonus Action, you use the Compound Maelstrom property of both compounds used to conjure your current aegis. In addition, the next time you deal damage to a creature before the end of your next turn, you deal an additional 2d6 Force damage. This damage increases by 1d6 when you reach higher Artificer levels: at level 5 (3d6), level 9 (4d6), level 13 (5d6), and level 17 (6d6). You can use this property once, and you can't do so again until you finish a Short or Long Rest, or if you expend a spell slot with a level equal to half your Proficiency Bonus as part of the same Bonus Action.

Synthesis Pair

Artificial	Vital	Benefit
Artisan	Warrior	Once during your turn, when you hit an enemy with a Melee weapon, you can teleport to any unoccupied space within 10 feet of you.
Implement	Folklore	When you conjure the aegis, choose any number of allies you can see within 30 feet of you. Until the aegis vanishes or you change compounds, you can communicate telepathically with these creatures within that range.
Locomotion	Flora	You ignore Difficult Terrain. In addition, your Speed increases by 10 feet when you start your turn in an area of Difficult Terrain.
Treasure	Cryptid	You have Advantage on checks made to detect secret doors, traps, or to discern magical effects from the Illusion school of magic (such as the *Disguise Self* spell).
Marvel	Mythical	The Compound Effect of either compound that takes an action can be taken as a Bonus Action instead.
War Machine	Beast	Your Unarmed Strikes deal 1d10 Bludgeoning or Force damage.

Level 5: Synthesis Catalyst

As part of conjuring your Synthesized Aegis, changing your aegis' compounds, or as a Bonus Action on your turn while your aegis is active, you can expend a level spell slot to add a Synthesis Catalyst to the aegis. Expending a level 1 spell slot adds the Lustrous Catalyst, while a level 2 spell slot adds the Umbral Catalyst. When you add a catalyst, your aegis gains additional properties according to the catalyst you created. The additional properties vanish when your aegis vanishes, or when you add a new catalyst.

Lustrous Catalyst. This catalyst gives your aegis a sparkling appearance with exaggerated qualities. The catalyst adds the following properties to your Synthesized Aegis:

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

Increased Speed. Your Speed increases by 10 feet.

Sparkling Energy. Your weapon attacks and Unarmed Strikes deal an additional 1d8 Radiant damage.

Lustrous Maelstrom. When you use Compound Maelstrom, you can teleport to any unoccupied space you can see within 30 feet of you.

Umbral Catalyst. This catalyst mutes the colors of your aegis while giving it a more hazardous and sharper appearance. The catalyst adds the following additional properties to your Synthesized Aegis:

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

High-Speed Motion. When you take the Attack action during your turn, you can take a Bonus Action to make one more weapon attack or Unarmed Strike.

Dark Energy. Your weapon attacks and Unarmed Strikes deal an additional 1d8 Necrotic damage.

Umbral Maelstrom. When you deal the additional Force damage from using Compound Maelstrom, choose a number of rolled d6s up to your Intelligence modifier. Roll the chosen dice and take the higher result.

Compound Overload. At the start of each of your turns, you make a DC 12 Wisdom saving throw. On a failed save, each creature you see until the aegis vanishes is an enemy to you. If you attempt to end the aegis during this time, you must succeed on the same saving throw with Disadvantage on the save. On a successful save, you suffer no harmful effects, and the DC increases by 1. The DC resets to 12 when you end your aegis.

Level 9: Advanced Catalyst

When you add a Synthesis Catalyst to your aegis, you can expend a level 3 spell slot to add the Accelerator Catalyst.

Accelerator Catalyst. This catalyst enshrouds the Umbral Catalyst's form with power from the compounds. The catalyst adds the following properties to your Synthesized Aegis:

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn. You can replace one of those attacks with a cantrip.

Accelerator Shift. When you first use this catalyst, choose one of the following modes: Artificial Accelerator or Vital Accelerator. Each mode grants different benefits. While the catalyst is active, you can switch to a different mode once during your turn (no action required).

Artificial Accelerator Mode. While in Artificial Accelerator mode, the AC granted by your Synthesized Aegis increases by 1. In addition, when you have not yet moved during your turn, your Ranged attacks deal an additional 2d4 Force damage.

Vital Accelerator Mode. While in Vital Accelerator mode, your reach using weapons and Unarmed Strikes increases by 5 feet. In addition, you can take the Dash action as a Bonus Action. When you do so, your Melee attacks deal an additional 2d4 Force damage until the start of your next turn.

Accelerator Maelstrom. When you use Compound Maelstrom, you gain a new action that you can use once before the end of your next turn. When you take this special action, you release a concentrated beam in a 60-foot-long, 5-foot-wide Line or in a 30-foot Cone originating from you. Each creature in the area must make a Dexterity saving throw against your spell save DC, taking 4d10 Force damage on a failed save, or half as much on a successful one. This damage increases by 1d10 when you reach higher Artificer levels: at level 13 (5d10) and level 17 (6d10).

Level 15: Omni Catalyst

When you add a Synthesis Catalyst to your aegis, you can expend a level 4 spell slot to add the Omni Catalyst.

Omni Catalyst. This catalyst houses all the compounds in one unified frame. The catalyst adds the following properties to your Synthesized Aegis:

Extra Attack. You can attack thrice instead of once whenever you take the Attack action on your turn. You can replace one of those attacks with a cantrip.

Omnidice. You have a pool of dice, each of which is a d10. The pool has a number of dice equal to half your Artificer level. All remaining dice vanish when the aegis vanishes or when you use a different catalyst. As a Bonus action, you can expend a spell slot to replenish a number of expended dice equal to twice the spell slot level. The pool can hold a maximum number of dice equal to half your Artificer level. Any additional dice beyond that maximum vanish at the start of your next turn.

Clean Energy. Your weapon attacks, spells, and Unarmed Strikes deal an additional 2d6 Force damage.

Omnicompound. Changing the compounds of your aegis does not count against using the compound.

Compound Charge. As a Bonus Action, you can draw up to 3 dice from your Omnidice pool. The next time you hit with an attack, roll all the dice drawn from your Omnidice pool and deal additional Force damage equal to the total number rolled.

Compound Barrier. When you take damage, you can take a Reaction to draw up to 3 dice from your Omnidice pool and roll all the dice together. When you do so, you reduce the damage by an amount equal to the total number rolled.

Omnimaelstrom. When you use Compound Maelstrom, you can draw all remaining dice from your Omnidice pool and roll all the dice together. When you do so, you can choose to gain Temporary Hit Points equal to the total number rolled, or add the total number rolled to the additional Force damage granted by Compound Maelstrom.

Artificial Compounds

The Artificial Compounds are presented here in alphabetical order.

Artisan. This compound represents civilization's innovations in artistic media. This compound grants the following benefits:

Compound Effect. You can cast *Color Spray*. You can cast additional spells when you reach higher Artificer levels: at level 5 (*Flame Blade*), level 9 (*Hypnotic Pattern*), level 13 (*Phantasmal Killer*), and level 17 (*Steel Wind Strike*). You can cast a spell without expending a spell slot once each, and you regain the ability to do so the next time you use this compound. In addition, you have Advantage on saving throws to resist the Charmed condition.

Compound Effect (5e 2014). You can cast *Color Spray*. You can cast additional spells when you reach higher Artificer levels: at level 5 (*Flame Blade*), level 9 (*Hypnotic Pattern*), level 13 (*Phantasmal Killer*), and level 17 (*Flame Strike*). You can cast a spell without expending a spell slot once each, and you regain the ability to do so the next time you use this compound.

Compound Maelstrom. You cast the *Fog Cloud* spell. The spell doesn't require Concentration, and it lasts until the end of your next turn when cast in this way. In addition, you can see through the fog normally.

Implement. This compound represents civilization's innovations in everyday tools. This compound grants the following benefits:

Compound Effect. Whenever you deal damage with an Artificer spell, you deal an additional 1d4 Force damage. The die size increases when you reach higher Artificer levels: at level 5 (1d6), level 9 (1d8), level 13 (1d10), and level 17 (1d12).

Compound Maelstrom. The next time you make an attack before the end of your next turn, you add 1d6 to the attack roll. Alternatively, the next time an enemy makes a saving throw to resist your Artificer spells or Synthesis Weaver feature before the end of your next turn, it suffers a 1d4 penalty to its roll.

Locomotion. This compound represents civilization's innovations in the areas of motion. This compound grants the following benefits:

Compound Effect. When you conjure the aegis, you gain a Climb Speed or Swim Speed (your choice) equal to your Speed, or gain Burrow Speed or Fly Speed equal to half your Speed. As a Bonus Action, you can replace your chosen speed with another one.

Compound Maelstrom. You immediately move up to your Speed in a straight line. At the end of this movement, you can make one melee attack against one target within your reach. On a hit, you deal additional Force damage equal to 1d4 for every 10 feet of straight-line movement you traveled.

Marvel. This compound represents the pinnacle of civilization's creations. This compound grants the following benefits:

Compound Effect. As a Magic action, you can choose a number of creatures you can see within 30 feet of you (including yourself) up to your Intelligence modifier. Each chosen creature gains a 1d4 bonus to its attack rolls and saving throws until the start of your next turn. Alternatively, you can use a Bonus Action to grant only yourself that bonus until the start of your next turn. When you reach Artificer level 9, a creature's weapon attacks also deal an additional 1d4 Radiant damage, while at Artificer level 17, both the bonus to attack rolls and saving throws, as well as the bonus Radiant damage, increase to 1d6.

Compound Maelstrom. You release a wave of force in a 15-foot Cone originating from you. Each creature in the Cone must make a Strength saving throw against your spell save DC or be pushed 10 feet away from you and have the Prone condition on a failed save. On a successful save, a creature is pushed 5 feet away only. A Huge or larger creature automatically succeeds on the save.

Treasure. This compound represents civilization's precious materials. This compound grants the following benefits:

Compound Effect. As a Bonus Action, you form a hardened shell of precious stones on your aegis. Until the start of your next turn, you gain a +1 bonus to your AC and Dexterity saving throws. This bonus increases when you reach higher Artificer levels: at level 9 (+2) and level 17 (+3).

Compound Maelstrom. You conjure a barrier of precious stones that moves with you. It has an AC of 10 and a number of Hit Points equal to twice your Artificer level. The barrier disintegrates at the end of your next turn or if you replace this compound. During this time, whenever you take damage, the barrier takes the damage instead. If this damage reduces the barrier to 0 Hit Points, you take any remaining damage.

War Machine. This compound represents civilization's technological advances in warfare. This compound grants the following benefits:

Compound Effect. When you hit with an attack using a weapon or Unarmed Strike, you can treat any 1 or 2 on a damage die as a 3. The damage that replaces a 1 or 2 on the damage die increases when you reach higher Artificer levels: at level 9 (4), level 13 (5), and level 17 (6).

Compound Maelstrom. Your next attack before the end of your next turn has Advantage. In addition, you score a Critical Hit if you roll a 19 or 20 with this attack.

Vital Compounds

The Vital Compounds are presented here in alphabetical order.

Beast. This compound represents the natural world's beasts. This compound grants the following benefits:

Compound Effect. Your Unarmed Strikes deal 1d6 Bludgeoning or Force damage. In addition, when you use the Grapple or Shove option of your Unarmed Strike, you can use your Intelligence modifier instead of your Strength modifier to determine the save DC. Finally, the attack and damage rolls of your Unarmed Strike gain a bonus when you reach higher Artificer levels: at level 5 (+1), level 9 (+2), and level 17 (+3).

Compound Maelstrom. Until the end of your next turn, the reach of your melee attacks increases by 5 feet.

Cryptid. This compound represents the creatures of occult or supernatural origin. This compound grants the following benefits:

Compound Effect. You can cast *Bane*. You can cast additional spells when you reach higher Artificer levels: at level 5 (*Darkness*), level 9 (*Slow*), level 13 (*Phantasmal Killer*), and level 17 (*Hold Monster*). You can cast a spell without expending a spell slot once each, and you regain the ability to do so the next time you use this compound. In addition, you have Advantage on saving throws to resist the Frightened condition.

Compound Maelstrom. You project a frightening visage in a 15-foot Cone originating from you. Each creature in the Cone that can see must make a Wisdom saving throw against your spell save DC or have the Frightened condition until the end of your next turn.

Flora. This compound represents the natural world's plant life. This compound grants the following benefits:

Compound Effect. As a Bonus Action, you can cast the *Thorn Whip* cantrip.

Compound Maelstrom. You can create an area of plants and flora on a surface in a 15-foot radius centered around a point you can see within 30 feet of you. This area is Difficult Terrain. In addition, a creature of your choice standing on an area of plants or similar flora must succeed on a Strength saving throw against your spell save DC or have the Restrained condition until the end of your next turn.

Folklore. This compound represents the creatures from various folklore. This compound grants the following benefits:

Compound Effect. Your saving throws have a +2 bonus to resist spells or other magical effects. This bonus increases when you reach higher Artificer levels: at level 5 (+3), level 9 (+4), level 13 (+5), and level 17 (+6).

Compound Maelstrom. The next time you hit with an attack or deal damage with a spell, you can choose any of the rolled damage dice up to your Intelligence modifier and change it to its maximum value.

Mythical. This compound represents the history's mythical creatures. This compound grants the following benefits:

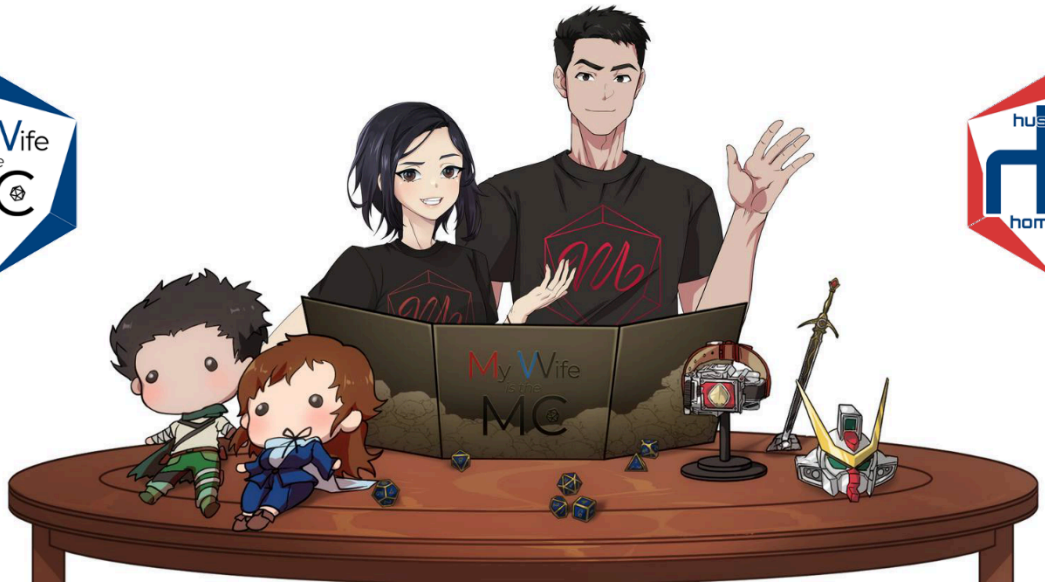
Compound Effect. As a Magic action, choose a damage type from Acid, Cold, Fire, Lightning, Necrotic, Poison, Radiant, or Thunder. Until the end of your next turn, your attacks deal 1d4 of the chosen damage type. This additional damage increases when you reach higher Artificer levels: at level 5 (1d6), level 9 (1d8), level 13 (1d10), and level 17 (1d12).

Compound Maelstrom. Choose a damage type from Acid, Cold, Fire, Lightning, Necrotic, Poison, Radiant, or Thunder. Until the end of your next turn, you have Resistance to that damage type.

Warrior. This compound represents history's greatest warriors. This compound grants the following benefits:

Compound Effect. You gain proficiency with Simple or Martial weapons. In addition, the attack and damage rolls of your weapon attacks gain a bonus when you reach higher Artificer levels: at level 5 (+1), level 9 (+2), and level 17 (+3).

Compound Maelstrom. Immediately after you take the Attack action, you can make one additional weapon attack.



DISCLAIMER

This material is presented to playtest and embody a certain character concept from pop culture. The names and concepts found in this document are "inspired by" the official content, and are in no way representative of the source material. These game mechanics have been refined through research and balanced against official content throughout development. This material is usable in your 5e campaign, but users must note that said material has yet to go through rigorous playtesting and feedback cycles. The mechanics found in this document are not legal in official adventures or events, nor are they officially recognized by owners of the system. Getting your GM's approval or working with your GM to use this document in your home games is highly recommended.

About My Wife is the MC

My Wife is the MC is a YouTube channel run by DM V, who creates homebrew content that translates characters from popular media into narratively themed 5e mechanics. This includes creating classes, subclasses, and magic items, or even putting homebrewed characters from various anime, movies, or video game titles into the 5e versions of their settings. By homebrewing content with the source material as a priority, we aim to capture how a pop culture character feels for any player who wants to take their favorite characters to a gaming table, all while keeping within the system's boundaries.
DM V also runs single-player campaigns with his wife, who plays the channel's titular MC.

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