I will build a place where I belong

An Artificer Archetype by My Wife is the MC inspired by Unika from the Guilty Gear franchise.

Watch our video on this homebrew here!

Homebrew Artificer

This homebrew is designed for the Artificer as presented in the A5E System Reference Document (A5ESRD) and intended to be played using the 2024 version of Dungeons and Dragons 5th Edition rules. Any references or similarities to the Artificer published by Wizards of the Coast are purely coincidental and unintentional.

Artificer

At level 3, an Artificer chooses a field of study and technological specialty. The Dynamo Machinist represents the multiform technology of Unika from Guilty Gear.

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. Getting your GM's approval or working with your GM to use this document in your home games is highly recommended.

Dynamo Machinist

Enshroud Your Weapon in a Machine of Power

A Dynamo Machinist has a natural affinity with lightning, able to empower their weapon using conductive machinery with multiple functions.

Level 3: Dynamo Machinist Spells

When you reach an Artificer level specified in the Dynamo Machinist Spells table, you thereafter always have the listed spells prepared.

Dynamo Machinist Spells

Artificer Level	Spells
3	*Command, Shield*[1]
5	*Locate Object, Misty Step*
9	*Wind Wall, Lightning Arrow*[1]
13	*Charm Monster, Locate Creature*
17	*Planar Binding, Steel Wind Strike*[1]

[1] Wizards of the Coast LLC, Player's Handbook, 2024.

Level 3: Dynamo Assembly

When you finish a Long Rest, you can use your Tinker's Tools to magically affix mechanical augmentations to any Melee weapon within 5 feet of you. The weapon must not have the Heavy or Two-Handed property. If the weapon is a magic weapon that requires Attunement, you can only do so on that weapon if you are attuned to it.

When you do so, you transform the weapon into your Dynamo Assembly. The weapon remains in this form indefinitely, but it reverts to its original form if you transform another weapon using this feature, and it reverts automatically a number of days equal to your Intelligence modifier after you die (minimum of 1 day).

Medium Object. Your Dynamo Assembly is a Medium Object composed of various interlocking machinery that is about 5 feet in length, 3 feet in height, and 1 foot thick, completely encasing the weapon within, with the exception of its exposed handle near its base. It weighs 15 pounds. In addition to its existing attributes, you determine the appearance of your Dynamo Assembly, such as a mechanical shaft as its central frame ending in a series of rear-facing pipes around its bottom fixtures.

Holding your Dynamo Assembly or occupying its space does not count as Difficult Terrain for you. Similarly, holding your Dynamo Assembly does not change your size category.

Pocket Dimension. While holding your Dynamo Assembly, you can take a Magic action to teleport it to a pocket dimension. As a Bonus Action, you can have it teleport to your hand.

Spellcasting Focus. You can use your Dynamo Assembly as a Spellcasting Focus for your Artificer spells.

Assembly Modes. Your Dynamo Assembly has two modes: Dynamo Armament and Dynamo Rider. When you create your Dynamo Assembly, you automatically use Dynamo Armament mode.

Dynamo Armament (Assembly Mode). Your Dynamo Assembly counts as a magic weapon with the following properties:

Weapon Traits. The Dynamo Assembly has the following traits:

Weapon Category: Simple Melee or Ranged
Damage on a Hit: 1d10 Bludgeoning (Melee) or 2d8 Lightning (Ranged), plus the ability modifier used for the attack roll
Properties: Ammunition (Range 60/120; Surge), Heavy, Two-Handed

Personal Assembly. Whenever you attack with your Dynamo Assembly, you can use your Intelligence modifier for the attack and damage rolls instead of using Strength or Dexterity. In addition, you ignore its Heavy property.

Variable Weapon. Whenever you make an attack using your Dynamo Assembly, you can choose whether to make a melee or ranged attack.

Surge. The ranged attack of your Dynamo Assembly expends ammunition called Surge, of which you have 2. You regain all expended ammunition whenever you finish a Short or Long Rest. You also regain 1 expended Surge whenever you hit a creature with a melee attack using your Dynamo Assembly, or whenever you move 25 feet while in Dynamo Rider mode within the current turn. Your Surges increase as you reach higher Artificer levels: at level 5 (3 Surges), level 9 (4 Surges), and level 17 (6 Surges). A Surge vanishes the instant it hits or misses a target.

Core Armament. If the weapon used to create your Dynamo Assembly has any additional effects or properties, your Dynamo Assembly also gains the same effects and properties.

Dynamo Rider (Assembly Mode). While holding your Dynamo Assembly, you can spend 10 feet of movement to mount it and take a Magic action to switch to this mode. This counts as if controlling a mount.

You switch back to Dynamo Armament mode when you spend 10 feet of movement to dismount it, and it switches if you fall off your Dynamo Assembly against your will or if you make an attack using it.

While in this mode, your Dynamo Assembly has the following traits:

Speed. The Dynamo Assembly has a Speed of 50 feet and hovers 3 feet above the ground. It ignores Difficult Terrain, and it can hover above liquid surfaces.

Passenger Capacity. The Dynamo Assembly can carry you and one other Medium or smaller creature. If you exceed this capacity, the Dynamo Assembly hovers in place and has 0 Speed.

No Targeting. Your Dynamo Assembly cannot be targeted. Any effect that targets your Dynamo Assembly targets you instead.

Effect Sharing. Any effect that affects your Speed (such as the *Longstrider* or the *Slow* spell) also affects the Dynamo Assembly's Speed. Similarly, any effect that grants you any special speed (such as the *Fly* spell) is also granted to the Dynamo Assembly. In addition, when you teleport while mounted on your Dynamo Assembly, it teleports with you.

Controlled Descent. When falling from a height of 30 feet or lower while mounted in this mode, you take no damage from the fall, and you don't receive the Prone condition upon landing.

Hover Jump. When you make a High Jump while mounted in this mode, you add twice your Intelligence modifier to the height of your jump (minimum of 0 feet). Similarly, when you make a Long Jump while mounted in this mode, you add your Intelligence Score to the distance of your jump.

Level 3: Dynamo Charge

You generate electrical energy, represented by Dynamo Charges, of which you have 4. This number increases when you reach higher Artificer levels: at level 5 (6 Dynamo Charges), level 9 (8 Dynamo Charges), level 13 (10 Dynamo Charges), and level 17 (12 Dynamo Charges).

You regain all expended charges when you finish a Long Rest. As a Bonus Action, you can expend a spell slot and regain a number of expended Dynamo Charges equal to twice the spell slot's level.

Your Dynamo Charges are used in the following ways:

Assembly Ride. As a Bonus Action, you can expend one Dynamo Charge to mount it and switch to Dynamo Rider mode. When you do so, Opportunity Attacks made against you until the end of the current turn while in this mode have Disadvantage.

Electric Field. As a Bonus Action, you expend one Dynamo Charge to generate a defensive field. Until the start of your next turn, you have a +1 bonus to AC, and the next time you take damage during this time, you reduce that damage by 1d4. You lose this benefit if you let go of your Dynamo Assembly or switch to Dynamo Rider mode. This AC bonus and damage reduction increases when you reach higher Artificer levels: at level 9 (+2, 1d6) and at level 15 (+3, 1d8).

Expand Armature. When you take the Attack action while holding your Dynamo Assembly, you can expend one Dynamo Charge to expand its armature. When you do so, you deal an additional 1d6 Lightning damage until the start of your next turn whenever you deal damage using your Dynamo Assembly. This ends early if you receive the Incapacitated condition, switch to Dynamo Rider mode, or let go of your Dynamo Assembly. This bonus Lightning damage increases when you reach higher Artificer levels: at level 9 (1d8) and level 15 (2d8).

Level 5: Extra Attack

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

Level 9: Depleted Dynamo

Each time you expend a Dynamo Charge, you gain one Depleted Dynamo, which can be used in various ways. You can hold a number of Depleted Dynamo equal to your maximum number of Dynamo Charges. All remaining Depleted Dynamo vanish when you finish a Long Rest.

Flush Charges. While holding your Dynamo Assembly, you can tinker with it for 1 minute to expend any number of Dynamo Charges and gain a number of Depleted Dynamo equal to the number of charges expended.

Lingering Surge. Whenever you have at least one Depleted Dynamo, your Dynamo Assembly ignores Resistance to Lightning damage.

Sustained Beam. When you take the Attack action while holding your Dynamo Assembly, you can expend one Depleted Dynamo and replace one of your attacks with a sustained beam in a 60-foot-long, 5-foot-wide Line from your Dynamo Assembly. Each creature in the Line must make a Dexterity saving throw against your spell save DC, taking 2d10 Lightning damage on a failed save, or half as much on a successful one.

Ride Motions. As part of switching to Dynamo Rider mode, you can expend one Depleted Dynamo to increase your Dynamo Assembly's Speed by 20 feet.

Release Armament. As a Bonus Action, you can expend one Depleted Dynamo to magically release the augmentations of your Dynamo Assembly into your Pocket Dimension and wield the weapon within. While holding the weapon, it becomes a Release Armament for you.

The weapon remains in this state until the end of your next turn. During this time, your Dynamo Assembly disappears, and you can't use any of its properties or Dynamo Charge abilities. It ends early if you receive the Incapacitated condition, if you let go of the weapon, or if you willingly end it during your turn (no action required). When Release Armament ends, you gain the effects of the *Feather Fall* spell until the start of your next turn, and your Release Armament reverts to your Dynamo Assembly.

Whenever Release Armament is at the end of its duration, you can expend one Depleted Dynamo (no action required) to extend it to the end of your next succeeding turn.

Your Release Armament grants the following benefits:

Familiar Armament. You have proficiency with the Release Armament. In addition, whenever you attack with the Release Armament, you can use your Intelligence modifier for the attack and damage rolls.

Bonded Armament. You can't let go of your Release Armament against your will.

Crackling Edge. Your Release Armament ignores Resistance to Lightning damage. In addition, your attacks using the Release Armament deal an additional 1d6 Lightning damage.

Lightning Alacrity. You gain a Fly Speed equal to your Speed. In addition, you can take a Bonus Action to take the Dash action or make one weapon attack using the Release Armament immediately after you take the Attack action.

Level 15: Dynamo Amplification

You can combine the energy of a Dynamo Charge and a Depleted Dynamo to enhance the effects of your Dynamo Assembly. You can do so in the following ways:

Amplified Assembly Ride. When you use Assembly Ride, you can expend one Depleted Dynamo. When you do so, you can also take the Dash or Disengage action immediately after you switch to Dynamo Rider mode.

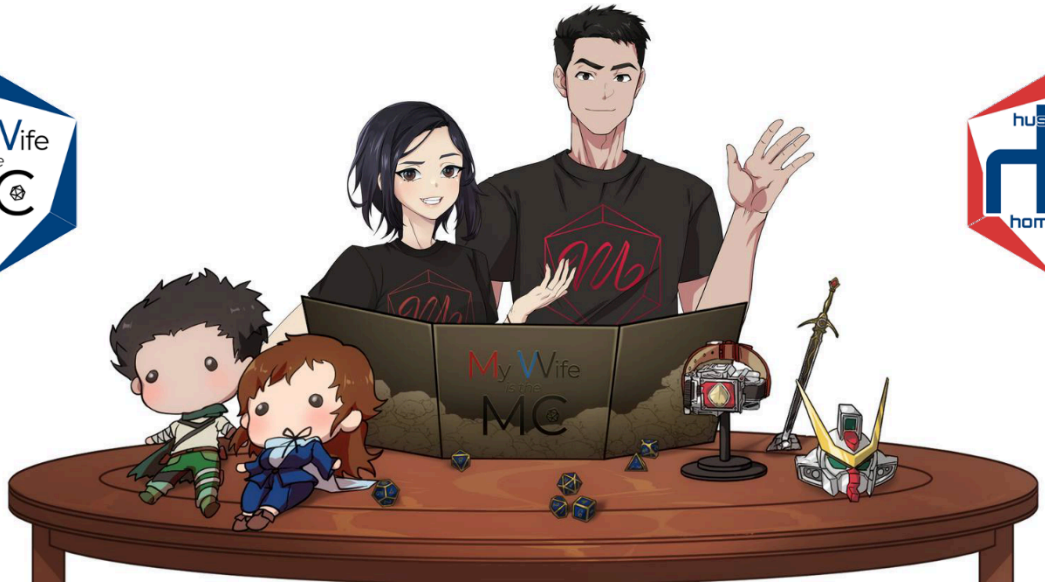
Amplified Electric Field. When you use Electric Field and expend one Depleted Dynamo as part of the same Bonus Action, you deal 1d10 Lightning damage whenever a creature within 5 feet of you deals damage to you for the duration of Electric Field.

Amplified Expand Armature. When you deal the additional Lightning damage granted by Expand Armature, you can expend one Depleted Dynamo. When you do so, you forego rolling the Lightning damage and instead take the maximum value from the dice. In addition, you can change any Lightning damage you deal to Force damage.

Amplified Sustained Beam. When you use Sustained Beam, you can expend one Dynamo Charge to increase the area to a 100-foot-long, 10-foot-wide Line. In addition, its damage increases to 2d12 Lightning damage. Finally, you can change the Lightning damage to Force damage.

Amplified Ride Motions. When you use Ride Motions, you can expend one Dynamo Charge to gain a 1d4 bonus to your Dexterity saving throws until the start of your next turn or until you switch to Dynamo Armament mode.

Amplified Release Armament. When you use Release Armament, you can expend one Dynamo Charge to empower this state. For the duration of Release Armament, the additional damage of Crackling Edge increases to 1d8, and the Fly Speed granted by Lightning Alacrity increases by 10 feet. In addition, you can change the Lightning damage to Force damage.



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Artificer Class

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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.