

Tinkerer Class

Class Summary:

The Tinkerer is designed as an adaptive duelist with enough flexibility to make use of an ever expanding toolbox.

In combat, you rely on your *Keen Eye* feature to reveal your enemies weaknesses, and to exploit it later on with features that expand its utility like the level 6 feature *Insightful Offense*, level 18 *Preemptive Counter*, and many of the *Muse* (archetype) features. In most fights, you'll want to start off by targeting an enemy with *Keen Eye* as a Bonus Action to make the most of your Intelligence and your limited, yet potent combat spells.

The other core combat ability is the level 5 feature *Enabler* which lets you grant yourself or an ally advantage on one attack as a bonus action. Teamwork is encouraged mechanically by granting bonus damage if the feature is used on an ally. Expect to either attack or cast a spell as your action, and use *Enabler* as your bonus action, to make the most of your team's potential.

At 4th level, you begin to collect blueprints for Prototype Gadgets, these Prototypes mimic the effects of spells that you've analyzed and spent time recreating those effects in mechanical form. This allows the Tinkerer the potential to mimic the effects of *any class's spells*, making them the ultimate toolbox.

Enable your allies by granting them a *Gadget*, allowing them to carry a spell effect around that they can cast whenever it's most advantageous. Got a stealthy ally who needs a smokescreen for the plan to go off without a hitch? You got it covered. Expecting your wizard to get in a pinch and need some extra health? Make it so! This effectively allows you to avoid casting spells only to have them fizzle before they're needed, or to support an ally when they need it most even from miles away.

Gadget improves at level 9 with *Contingency*, letting you set up ingenious traps and confound your DM's plans. Time to set up that explosive trap to detonate just as the enemies get in range and collapse that tunnel on their heads.

Finally, the level 14 feature *Scrounger* lets you recover some of your busted gizmos, allowing you to squeeze out a few more before you're out of crafting materials.

Subclass Template

Lvl.3- Core Subclass Feat.

Lvl.7- Utility

Lvl.11- Damage or Core Improvement

Lvl.15- Capstone Ability/Improvement

Class Features:

Hit Die: 1d8 per level

Hit Points at 1st Level: 8+Constitution mod.

Hit Points at Higher Levels: 1d8(5)+Constitution modifier per level

Proficiencies:

Armor: Light

Weapons: Simple weapons, Crossbows

Saving Throws: Intelligence, Dexterity

Skills: Choose two skills: Arcana, History, Investigation, Perception, Sleight of Hand, Medicine, Survival.

Tools: Any two tool sets.

Equipment:

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

- (a) Mace or (b) other simple weapon.
- (a) Leather or (b) padded armor.
- Light crossbow with 20 bolts and 2 daggers.
- (a) Scholar's pack or (b) adventurers pack
- A set of Tinker Tools

Tinkerer Table

<u>Tinker Level</u>	<u>Proficiency Bonus</u>	<u>Features</u>	<u>Spells Known</u>	<u>1st</u>	<u>2nd</u>	<u>3rd</u>	<u>4th</u>	<u>5th</u>
<u>1st</u>	+2	<i>Mechanical Mind, Keen Eye</i>	-	-	-	-	-	-
<u>2nd</u>	+2	<i>Spellcasting, Gadgets</i>	2	2	-	-	-	-
<u>3rd</u>	+2	<i>Tinker's Muse</i>	3	3	-	-	-	-
<u>4th</u>	+2	<i>ASI, Analyse, Prototype</i>	3	3	-	-	-	-
<u>5th</u>	+3	<i>-Level 2 Spells-, Enabler</i>	4	4	2	-	-	-
<u>6th</u>	+3	<i>Quick Study</i>	4	4	2	-	-	-
<u>7th</u>	+3	<i>Muse Feature</i>	5	4	3	-	-	-
<u>8th</u>	+3	<i>ASI, Artificer's Knack</i>	5	4	3	-	-	-
<u>9th</u>	+4	<i>-Level 3 Spells-, Contingency</i>	6	4	3	2	-	-
<u>10th</u>	+4	<i>Insightful</i>	6	4	3	2	-	-
<u>11th</u>	+4	<i>Muse Feature</i>	7	4	3	3	-	-
<u>12th</u>	+4	<i>ASI</i>	7	4	3	3	-	-
<u>13th</u>	+5	<i>-Level 4 Spells-</i>	8	4	3	3	1	-

<u>14th</u>	+5	<i>Scrounger, Contingency Improvement</i>	8	4	3	3	1	-
<u>15th</u>	+5	<i>Muse Feature</i>	9	4	3	3	2	-
<u>16th</u>	+5	<i>ASI</i>	9	4	3	3	2	-
<u>17th</u>	+6	<i>-Level 5 Spells-</i>	10	4	3	3	3	1
<u>18th</u>	+6	<i>Preemptive Counter</i>	10	4	3	3	3	1
<u>19th</u>	+6	<i>ASI</i>	11	4	3	3	3	2
<u>20th</u>	+6	<i>Master Tinker</i>	11	4	3	3	3	2

Mechanical Mind

You're experienced in procedurally taking things apart. You fight with your brains, not your brawn.

You may add your Intelligence modifier to your attack and damage rolls in place of Strength or Dexterity for any weapon you are proficient with.

Keen Eye

Starting at 1st level, you gain the ability to study and unravel a creature's capabilities.

Once per turn, when you hit a creature with an attack, you can force it to make an Intelligence saving throw vs. your spell save DC. If it fails, you mark the creature, gaining certain benefits against the target:

- When the marked creature attacks you, you can add your Intelligence modifier to your AC as a reaction after seeing the attack roll.
- You learn the target's *weaknesses*, *resistances*, or *immunities*.

The mark lasts until you attempt to change the target or if you fall unconscious.

Spellcasting

At 2nd level you gain the ability to cast spells. Choose your spells from the *Tinkerer* spell list. The spells you know and your spells slots at a given level are as shown above in the *Tinkerer Table*.

You also learn the Cantrip *Mending*.

Spell Slots

Use the *Tinkerer Table* to see 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 slots when you finish a long rest.

Spells Known of 1st Level and Higher

You know two 1st-level spells of your choice from the *Tinkerer* spell list.

The Spells Known column of the *Tinker* table shows when you learn more spells of your choice. Each of these spells must be of a level for which you have spell slots. You may choose your prepared spells from the Tinker spell list at the end of a short or long rest.

Spellcasting Ability

Intelligence is your spellcasting ability for your *Tinkerer* spells. 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 Tinkerer 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*.

Gadgets

Starting at 2nd level, over the course of a short or long rest, you may choose a spell from the Tinkerer spell list for which you have a spell slot and expend an appropriate level spell slot to create a gadget mimicking the spell's effect. If you make gadgets over a long rest, it does not consume spell slots, but any material costs associated with the spell must still be paid.

You may have a number of gadgets equal to your Proficiency bonus. If you exceed your maximum number of gadgets by attempting to make another gadget, your oldest gadget falls apart.

A creature holding one of your Gadgets may activate the spell effect represented by this gadget with an activation time corresponding to the imbued spell. If the gadget requires a spell attack or saving throw, the Gadget uses your spell attack or saving throw DC.

Tinker's Muse

You become inspired by your Muse. As a Tinkerer, invention is a part of who you are. Til now, you've dabbled, unguided and without direction or purpose, but no more. You forge your own path with an iron-willed determination and focus that often concerns those around you.

At level 3, choose your Muse: Life, Iron, Mind, Gunpowder, Artifice or Aviation. You get additional benefits from your Muse at levels 7, 11 and 15.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th 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.

Secret Weapon (*optional, instead of Prototype*)

When you finish a long rest, you may choose a spell of 5th level or lower that takes one action to cast. This spell can be from any class's spell list. You can cast the spell without spell components or material costs once and cannot do so again until you finish a long rest. Whenever you finish a long rest, you may choose a different spell that meets the requirements.

Prototype

Analyse

At 4th level, when a creature within 30ft of you that you can see casts a spell that you are unfamiliar with, you can use your reaction to make an *Intelligence* check to try to discern its mechanics and properties. The DC equals 13 + the spells level. If you succeed, you may add that spell to a *Prototype* list. You can add only one spell to the *Prototype* list per long rest.

These spells cannot be used until you've spent 4 hours and 100gp per spell level working on a device that can mimic the effects of these spells.

Example: (A 2nd level spell takes 8 hours/200gp, while a 9th level spell would take 36 hours/900gp to perfect).

Prototype

At level 4, whenever you finish a long rest you may create a *Prototype* from your *Prototype* list without expending a spell slot, any material cost of the must still be paid.

A prepared *Prototype* lasts until it is used. If you make another before the first is used, your first *Prototype* falls apart.

If the spell effect you're trying to reproduce with your *Prototype* is a higher level than you are able to cast, you must make an *Intelligence* check to determine whether you successfully create it. The DC equals 10 + the spell's level. On a failed check, you fail to create the *Prototype* and cannot attempt to make that same *Prototype* until you finish a long rest.

The number of *Prototypes* you can carry at once increases to 2 at level 11 and to 3 at level 15.

Enabler

Starting at 5th level, as a bonus action, you speak words of insight or encouragement to grant a creature within 30ft who can hear you advantage on their next weapon attack roll. A creature besides yourself who gains advantage in this way also deals bonus damage equal to your *Intelligence* modifier if the attack hits.

Quick Study

At 6th level, your voracious appetite for knowledge cannot be impeded by sleep. Over the course of a long rest, you brush up on some light reading or metaphysical contemplation to prepare you for the challenges of the day to come.

When you complete a long rest, you may choose any combination of three skills, languages, tools or weapon proficiencies that you are not proficient in. You gain Proficiency in the chosen skills. Alternatively you may choose one skill that you are proficient in to gain double your proficiency bonus in that skill, and two skills/languages/tools/weapons you are not proficient in. This benefit lasts until you change the chosen skills after a long rest.

In addition, you may use this feature to make progress during a long rest toward reading a book, studying or analyzing a text, or other light activities deemed appropriate by the DM. Progress made in this way cannot exceed 4 hours of progress.

Artificer's Knack

Able to attune to one item by spending 1 minute focusing on it. Once per long rest.

Contingency

Starting at level 9, you learn how to provide a trigger for your gadgets. You learn the spell *Contingency* and may use this ability once per long rest without expending a spell slot or material components. In addition, the target of the Contingent spell does not need to target you, but can be applied to any spell, gadget or prototype you have.

The number of times you may use this increases at level 14 to two times per long rest. This can be applied to either your regular *Gadgets*, *Spells*, or your *Prototype*.

Insight

At 10th level, you gain additional benefits from your Keen Eye.

- When you or one of your gadgets forces the target of your *Keen Eye* to make a saving throw, roll a d4 and subtract your roll from your target's saving throw.
- When the marked creature forces you to make a saving throw, roll a d4 and add the roll to your saving throw.

Scrounger

Starting at 14th level, once per day, when you finish a short rest, you regain a number of spell slots whose total is equal to $\frac{1}{2}$ your Tinker level (rounded up).

Preemptive Counter

At 18th level, when the target of your *Keen Eye* forces you to make a saving throw, you can use your reaction to make an immediate counter attack. If your attack hits, you roll your save with advantage. If the initiating ability requires Concentration, the target must make a Concentration check to maintain the spell or effect.

Soul of Artifice

Gain 2 extra attunements, and are able to attune as an action 1/day.

Master Tinker

At level 20, nothing is beyond your cognitive abilities. You gain several benefits:

- Your Intelligence score increases by 2 and your maximum Intelligence score increases to 22.
- Creatures targeted by your Keen Eye feature make their Intelligence saving throw at disadvantage.
- Spells collected by your Analyze feature that are at a higher level than you are able to cast no longer require a check to determine whether they succeed.
- The bonus damage granted by your Enabler ability increases to double your Intelligence modifier and you are able to benefit from it as well.

Tinker Muses

Muse of Iron

The fires of the forge, they call to you, "Come and discover my mysteries". Limitless knowledge lies just beneath the burning embers.

Temperamental Construction

Starting when you choose this Muse, you create a Battlesuit. While wearing the battlesuit, you are considered proficient in *Athletics* and *Strength* saves. Also, your AC equals 14+1d6 which you roll when you finish a long rest.

Additionally, while wearing the battlesuit, your size can be one size larger, to a max size of *Medium*, if you so choose.

It requires an action to don or doff your Battlesuit.

Bonus Spells

You gain bonus spells. If they aren't on the *Tinkerer* spell list, they are nonetheless considered *Tinkerer* spells for you. They do not count against the number of spells you may know, they do however, require you to spend spell slots to cast them.

Your *bonus spells* cannot be cast on allies or used with the *Gadget* feature, and cannot be cast unless you are wearing your armor.

You gain the following spells at certain levels:

Level 3: *Magic Missile, Shield of Faith*

Level 5: *Aganazzar's Scorchers, Enhance Ability*

Level 9: *Fly, Melf's Minute Meteors*

Level 13: *Fire Shield, Stoneskin*

Level 17: *Wall of Force, Destructive Wave*

Reinforce

At level 7, you've designed hundreds of minuscule constructs to swarm and reinforce damaged parts of your Battlesuit. When you take damage, you can spend your reaction to reduce the damage by half.

Modular Design

At 11th level, your armor design allows you to quickly swap attachments and make minor alterations to your equipment on the fly.

When you finish a short rest, you may replace a prepared *Prototype* with another on your *Prototype* list. You still need to make a check if you would need to make an Intelligence check to prepare the *Prototype*.

Additionally, you can change the damage type of one of your spells to: *Fire, Cold, Shock* or *Thunder*. This change lasts until you alter it again after another short rest. You can alter the damage type of as many of your spells in this way as you want.

Old Reliable

At 15th level, choose one spell that you know from your regular *Tinkerer* spell list or *Prototype* spells of 3rd level or lower. You may cast this spell at base level without expending a spell slot once and cannot do so again until you complete a long rest or spend a spell slot of appropriate level.

Muse of Life

Constructed Companion

When you choose this Muse at 3rd level, you create a Constructed companion that accompanies you on your adventures and is trained to fight alongside you. For balance, you'll choose a *Beast* stat block that is no larger than Medium and that has a challenge rating of 1/4 or lower. You can choose to disregard how the *beast* is supposed to look for your chosen stat block and instead reskin it as a mechanical construct that reasonably fits the *beast's* abilities.

Your construct's hit point maximum at 3rd level equals 5x your character level + 2x your Intelligence modifier. Whenever you gain a level, your construct's health increases by another 1d8 + your Intelligence modifier. It gains a number of hit dice equal to your *Tinkerer* level. These Hit Die are a d8 and you can choose to spend them during a short rest to heal it. It regains these hit dice when you take a long rest.

Add your proficiency bonus to the Construct's AC, attack rolls, and damage rolls, as well as to any skills and saving throws it is proficient in.

Your *Construct* obeys your commands as best it can. It shares your Initiative but goes immediately after you. As a bonus action, you can order your construct to take an action, and if given no command it will automatically take the Dodge action. You determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your companion acts on its own.

Your companion is considered to be trained to accept you as rider and may be controlled by you when mounted in combat so long as it is one size larger than you.

If the *Construct* dies, you can create another one by spending a total of 8 hours working with your Tinkering tools and materials you have on hand or purchase for 100gp/Tinkerer level.

Your companion gains proficiency in two skills of your choice. It also becomes proficient with all saving throws.

Whenever you gain the Ability Score Improvement class feature, your companion's abilities also improve. Your companion can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your companion can't increase an ability score above 20 using this feature unless its description specifies otherwise.

You can use the *Mending* cantrip on your construct, you heal it 1d8 + your Intelligence modifier.

Protective Algorithm

At 3rd level, when a creature your construct can see attacks a target that is within 5ft of it other than itself, your construct can use its reaction to impose disadvantage on the attack roll.

Enhanced Attacks

At 5th level, your construct's attacks are considered magical when determining damage immunities.

Illusory Projection

Starting at level 7, your construct can cast *Disguise Self*. This ability recharges after a short rest.

At level 15, this ability can be cast at will.

Overcharge Sigil

At level 11, you can invest a number of spell slots into runic engravings on your construct. These spells can be used in a variety of ways, but the slots invested lose their potency after 18 hours. You can invest a maximum number of spell slots whose combined level is equal or less than 4. The maximum increases to 6 at level 15 and increases again to 8 at level 20. It takes at least 10 minutes to invest the energy of your spells into the Overcharge Sigil on your Construct.

The spell slots can be used in the following ways as an action unless otherwise specified:

- *Overcharged Attack* (1 charge minimum) - When you hit with an attack, you can expend a charge to deal an extra 2d6 weapon damage plus an extra 1d6 per each charge after the first. (max 4 charges).
- *Failsafe Override* (1 charge minimum) - As an action, expend a charge to gain 1d4+4 temporary health plus an extra 5 temporary health for each charge after the first.
- *Personal Shield* (1 charge) - As a reaction, your construct can cast the spell *Shield*.
- *Shield Generator* (4 charges) - As an action, your construct emits a field in a 10ft radius around itself that lasts for 1 minute or until it loses concentration as if it were a spell. Allies within the shield have resistance to physical attacks. While using this, the construct moves at half speed and makes Dexterity saves with disadvantage. Your construct can spend an action on subsequent turns to keep the shield active. If it takes damage, it must make a Constitution check as if concentrating on a spell.
- *Anti-Magic Generator* (4 charges) - As an action, your construct emits a field in a 10ft radius around itself that lasts for 1 minute or until it loses concentration as if it were a spell. Allies within the field have resistance to magical damage. While using this, the construct moves at half speed and makes Dexterity saves with disadvantage. Your construct can spend an action on subsequent turns to keep the shield active. If it takes damage, it must make a Constitution check as if concentrating on a spell.

Self-Destruct

At 15th level, when your construct fails its last death saving throw, it unleashes a torrent of energy, the last embers of its spark of life.

Upon death, creatures within 40ft of your construct must make a Dexterity saving throw versus your spell save DC. On a failure, a creature takes 5d10 piercing and 5d10 fire damage. On a successful save, creatures take half as much damage.

Alternatively, while you are within 60ft, you may spend an Action to speak a secret series of commands to cause your Construct to self-destruct.

Mechanist

At 15th level, the time and cost associated with rebuilding your construct is reduced from 100gp/level, to 50gp/per level. Also, the amount you can heal your construct with the *Mending* cantrip increases to 2d8 + your Intelligence modifier.

Muse of Mind

Everything in life follows a certain pattern, a procedure. Most can't recognize it, but it's beginning to make sense to you, and once you can trace the signs that underpin the very fabric of reality, you find that you can bend that fabric to your will.

Mind Unbending

Upon choosing this muse at level 3, your unarmored A.C. is equal to 12 + your dexterity modifier + your intelligence modifier.

In addition, you gain resistance to psychic damage.

Improved Keen Eye

In combat, your ability to exploit your opponents weaknesses is unparalleled.

The first time on your turn that one of your weapon attacks deals damage against the target of your *Keen Eye*, it deals an extra 1d10 damage of the same damage type as your weapon. This bonus damage ignores damage resistances.

Measure Twice, Cut Once

At 7th level, you've developed methods to make even the most delicate and unreliable gadgets without error. Whenever you make an Intelligence check to develop a *Prototype*, you may do so with advantage. In addition, any of your *Gadgets* or *Prototypes* that deal damage deal extra damage equal to your Intelligence modifier.

Fathomless Intellect

At 11th level, when a creature attempts to read your thoughts it must make an Intelligence saving throw vs. your spell save DC. On a failure, the creature takes 5d10 psychic damage and is stunned for one minute or until it takes any damage.

In addition, when you use your *Analyse* ability, you have advantage on checks to learn new spells as well as to prepare gadgets of a higher level than you are able to cast.

Precognition

At level 15, you have gained a certain mastery over your mind, allowing you to always see a few seconds ahead.

- You add your Intelligence modifier to your Initiative rolls.
- When you take damage from the target of your *Keen Eye*, you can spend your reaction to either half the attack's damage against you, or make a melee weapon attack against them.
- When you force a creature within 60ft to make a saving throw, you can choose for that save to be made at disadvantage. Once you've used this ability, you can't use it again until you finish a short or long rest.

Muse of Gunpowder

There's no denying it, the smell of gunpowder is intoxicating. Like the scent of a long-lost lover it draws you in, begging you to unravel its profane and otherworldly secrets.

Bonus Proficiency

When you choose this Muse at level 3, you gain proficiency in *Medium Armor* and *Firearms*.

Clockwork Firearm

Starting at 3rd level, you begin to develop a series of interlocking components that, when put into proper configurations, create different firearms.

You come up with three working configurations, and it takes *1 minute* to change configurations.

Repeater- *One-handed, Range:20/60, 1d4+Dexterity mod.*

When you take the *Attack action*, you can make two attacks instead of one.

Scattergun- *Two-handed, Range:5/10, 1d8+Dexterity mod.*

You have advantage on attacks made against enemies within 5 feet of you.

Rifle- *Two-handed,Range:120/600, 1d10+Dexterity mod.*

You have advantage on attacks made against targets 30 feet or more from you if you do not move in the same turn. Additionally, *Rifle* shots ignore $\frac{1}{2}$ and $\frac{3}{4}$ cover.

Eagle Eye

When you choose this Muse, your *Keen Eye* feature may now target up to 3 creatures at a time. Against the targets of your *Eagle Eye*, you score a critical attack when you roll a 19 or higher. Additionally, attacks made against these targets using your *Clockwork Firearm* ignore damage resistances.

Streamlined Improvement

At 7th level, your pet project is looking better than ever! Along with improvements, you've also become more adept at dismantling and reassembling it.

You can now change configurations as an action.

Along with the previous benefits, each configuration receives the following additions:

Repeater- When you take the *Attack action*, you can make three attacks instead of one.

Scattergun- Successful attacks against a large or smaller target within 5ft force the target to make a *Strength* save vs. your spell save DC or be pushed back 5 feet.

Rifle- The *Rifle* deals a critical blow on a roll of 17 or higher if you have advantage on the attack roll.

Clockwork Masterpiece

At level 11, you can deftly switch configurations as either an action or a bonus action. Your configurations receive additional benefits:

Dead Eye(Repeater)- As an action, you may attack any number of creatures within a 20 ft. cone, making a separate attack roll for each target.

Wide Choke(Scattergun)- Once per turn when you make a successful attack, creatures within 5ft of your target must succeed a *Dexterity* save or take damage equal to your *Dexterity* modifier.

Piercing Shot(Rifle)- As an action, you may fire the *Rifle* forming a line 5 feet wide that extends out from you to a target within 120 feet. Each creature in the line excluding you and the target must make a *Dexterity* saving throw vs. your spell save DC, taking 1d10 piercing damage on a

failed save, and half as much damage on a successful one. If a creature fails their saving throw by 5 or more, they take twice as much damage.

Make a ranged weapon attack against the target. On a hit, the target takes damage from your weapon plus an extra 1d10 piercing damage.

You may use any of these features a number of times equal to your Intelligence modifier, regaining all uses after a long rest.

Simple Geometry

At 15th level, your shots hit with unerring efficiency...even when they miss.

When you miss with an attack that is within your normal range, you may instead choose to hit. You may use this ability once per long rest.

Muse of Artifice

This shabby mortal coil is all that holds you back from true greatness. A cog here, a gear there, yes, you could make a body better than this. Now where did you put that hacksaw?

Voltaic Cannon

At 3rd level, you infuse a part of your body (arm, eye, chest, etc.) with the components of a hidden ranged weapon, the *Voltaic Cannon*. Creatures searching you for weapons can not distinguish the *Voltaic Cannon* from a normal body part.

With the *Voltaic Cannon*, you can do one of the following:

- Make a ranged weapon attack against a single creature within 120ft, dealing 1d10 piercing damage on a hit.
- As an Action, force creatures within a 15ft cone to make a Dexterity saving throw vs. your spell save DC. Targets take 2d6 piercing damage on a failed save, half damage on a success. Once you've used this feature, you can't use it again until you've completed a short or long rest.

At 11th level, you can change the damage type of your *Voltaic Cannon* from piercing to *acid*, *fire*, *cold*, *lightning*, *thunder* or *poison*. You can change the damage type whenever you gain a level.

Artificial Body

You count on your once frail body to hold together as you begin making adjustments.

You gain a weakness to *shock* and resistance to both *poison* and *necrotic* damage.

Neural Interface

As you consider your mind, the pinnacle of creation, you think of how it could possibly be improved. By sharing it with everyone else of course!

At 7th level, you can create special ear pieces that allow creatures to communicate telepathically. You can create a number of earpieces equal to your intelligence modifier, with a range of 500ft.

Allies wearing an earpiece gain advantage on *Intelligence* saving throws so long as you are not unconscious and within range.

You may cast the spell *Detect Thoughts* once per day on a creature wearing an earpiece. That creature makes any saves against the spell with disadvantage.

If the earpieces are damaged or lost, you can replace them by spending an hour and costing 100gp per earpiece.

Neural Hijack

Starting at level 11, your intimate knowledge of your allies and opponents clearly makes you the optimal individual for deciding when and how to strike.

- While an ally is wearing the Neural Interface, you may use your *Enabler* feature to allow a willing ally to spend their reaction to make a weapon attack. Attacks made this way still gain advantage and bonus damage from your Enabler ability.
- Allies wearing your Neural Interface can use your skill bonus instead of their own for any skill check for which you are proficient.

Pattern Recognition

After analyzing the movements, tendencies, and ticks of your opponents, you've learned to quickly optimize your own movements to counter their style.

As an Action at 15th level, your Keen Eye feature grants you additional benefits for 1 minute:

- Your target has disadvantage on attack rolls made against you.
- Attack rolls you make against the target are made with advantage.
- You can make two attacks instead of one whenever you take the Attack action on your turn against a target of your Keen Eye ability.

After you have used this ability, you can't use it again until you finish a long rest.

Muse of Aviation

The open skies call to you. Why must it belong solely to the birds? Birds...with a lightning strike of inspiration, you take to your tinkering table and produce your very own...

Wings

You have crafted a set of wings out of a material of your choosing. These foldable foils spring forth from your trusty adventuring pack to a wingspan equal to the length of your arms before retracting as a bonus action. This marvel of engineering can be operated while allowing both hands to remain free.

When you choose this Muse at 3rd level, you gain a fly speed of 30. While you are not unconscious, you can slow your rate of descent while falling, allowing you to land on your feet as if you were under the effect of the *Feather Fall* spell. You gain 5 additional feet of flying speed at the 7th and 11th level. At 15th level, you gain 10 additional feet of flying speed.

Eagle Eye

The range of your *Keen Eye* feature doubles from 60ft to 120ft, and the range of your *Analyse* and *Enable* abilities is extended to 60ft

Bonus Spells

You gain bonus spells. If they aren't on the *Tinkerer* spell list, they are nonetheless considered *Tinkerer* spells for you. They do not count against the number of spells you may know, they do however, require you to spend spell slots to cast them.

Your *bonus spells* cannot be cast on allies or used with the *Gadget* feature.

You gain the following spells:

Level 3: *Jump, Thunderwave*

Level 5: *Dust Devil, Gust of Wind*

Level 9: *Fly, Haste*

Level 13: *Arcane Eye, Freedom of Movement*

Level 17: *Control Winds, Swift Quiver*

Winged Savior

At the 7th level, your flight ability has grown in strength to support additional weight while flying. During your turn, if you are flying or hovering, you can use an Action to pick up a willing medium size or smaller creature and move about without any penalty to movement. You can spend an Action on subsequent turns to continue to fly or hover while carrying an ally in this way.

Opportunity attacks against you and any ally being picked up are made with disadvantage.

Avian Agility

At the 11th level, you may use your Bonus Action to take the Dash or Disengage action. In addition, if you move at least 15ft in a straight line before attacking with a melee weapon, your weapon attack deals an extra 1d8 damage.

High Velocity

At level 15, you have advantage on *Initiative* rolls.

Also you gain the ability to master the winds. For one minute, you manipulate the air around you, gaining the following benefits:

- Your ranged attacks gain a bonus to damage equal to your Dexterity or Intelligence modifier (you decide).
- When you attack an enemy, that enemy cannot make an attack of opportunity against you in the same turn.
- While flying, you are under the effect of the *Freedom of Movement* spell.

Tinkerer Spell List

-Level 1-

Absorb Elements

Alarm

Catapult

Detect Magic

Ensnaring Strike

False Life

Find Familiar

Fog Cloud
Hail of Thorns
Jump
Longstrider
Tenser's Floating Disk
Thunderwave
Sleep

-Level 2-

Blindness/Deafness
Calm Emotions
Cloud of Daggers
Cordon of Arrows
Darkvision
Find Traps
Hold Person
Lesser Restoration
Locate Object
Shatter
Silence
Spider Climb
Spiritual Weapon
Zone of Truth

-Level 3-

Conjure Barrage
Daylight
Dispel Magic
Elemental Weapon
Flame Arrows
Glyph of Warding
Hypnotic Pattern
Leomund's Tiny Hut
Lightning Arrows
Non-Detection
Protection from Energy
Stinking Cloud
Water Breathing

-Level 4-

Arcane Eye
Fabricate
Freedom of Movement
Grasping Vine
Guardian of Faith
Locate Creature

Otiluke's Resilient Sphere

Stoneskin

Storm Sphere

Vitriolic Sphere

-Level 5-

Conjure Volley

Creation

Destructive Wave

Hold Monster

Legend Lore

Modify Memory

Planar Binding

Scrying

Teleportation Circle