

A skilled inventor, you have created a golem that serves as your armour and weapon. While you yourself lack astounding combat abilities, inside your golem you are a force to be reckoned with.

Class Features

Hit points

Hit Dice: 1d8 per Golem Master level

Hit points at 1st level: 8+your constitution modifier

Hit points at higher levels: 1d8 (or 5) + your Constitution modifier per golem master level after 1st

Proficiencies

Armour: None

Weapons: Simple Weapons, Firearms

Tools: Tinkerer's tools

Saving throws: CON, INT

Starting Equipment

- Any 1 simple weapon of your choice
- 1 firearm - revolver or pistol
- Explorer's pack
- Tinkerer's tools

Subclass: Modular Assignment

At 1st level, choose a modular assignment. Two options - the Behemoth and Interceptor are listed here. Your golem's appearance is completely up to you, and it can be anywhere from your character's height to 8ft. The golem's size is determined by its model.

While outside of your golem, you have no particularly powerful abilities, you can go inside your golem, becoming a nigh unstoppable force. Depending on the golem class, different abilities can be used, but all golems share the Artificial health ability.

Artificial health

Your golem has its own hit points, called artificial hit points. When inside the golem, your personal hit points become unaffected by attacks, and all damage will hurt your artificial hit points. Artificial health cannot be healed by magic or potions, and doesn't recover hit points during long and short rests. To restore it, you must spend one hour outside of the golem repairing it. When your artificial health reaches 0, your golem is deactivated and takes twice as long to repair. If you are inside the golem when it reaches 0, you simply exit the golem with your normal hit points. The mending spell restores 2d6 artificial health. If the golem is damaged while you are outside it, then your artificial health will take the damage.

Entering and exiting the golem

You can enter and exit your golem as a bonus action. In combat, when exiting your golem you will emerge 5ft adjacent to the golem, and must be 5ft away from the golem to enter it.

Integrated weapons

Each golem has a weapon integrated into it. This weapon cannot be unequipped by the golem and the options are determined by the golem's model

The Golem master ability table

Level	Proficiency Bonus	Feature
1	+2	Modular Assignment Mount Configuration
2	+2	Boosted Swing
3	+2	Modular Enhancement
4	+2	Ability Score Improvement
5	+3	Battlefield repairs
6	+3	Modular Enhancement
7	+3	Plated Knuckles
8	+3	Ability Score Improvement
9	+4	Reconnaissance Thopter
10	+4	Modular Enhancement
11	+4	Iron Fortitude
12	+4	Ability Score Improvement
13	+5	Enhanced sidearm
14	+5	Cross Enhancement
15	+5	Modular Enhancement
16	+5	Ability Score improvement
17	+6	Mechanical Endurance
18	+6	Iron Guardian

19	+6	Ability Score Improvement
20	+6	Enhanced sensory implements

Mount Configuration

To make your golem easier to transport, you can reconfigure it to take the form of a horse. In its mount configuration, you can ride it as a horse, and it doesn't get tired regardless of distance travelled. To change between horse and golem takes roughly a minute. It has all the statistics of a horse, although its hp is artificial health.

Boosted Swing

By experimenting with gas chambers, you have found a way to improve the destructive force of your golem's integrated weapon. When making an attack with your integrated weapon, you can choose to deal an additional 1d6 slashing and 1d4 bludgeoning damage, but must subtract 2 from your hit roll. This ability can be activated 3 times per long rest, and must be activated before rolling to hit. The damage increases to 2d6 and 2d4 at level 7, and 3d6 and 3d4 at level 15

Battlefield repairs

Your golem is your primary weapon, so it's important to keep it well maintained. During combat, you may leave your golem as a bonus action to perform repairs. Until your next turn, you have the concentration effect. If successful, on your next turn you regain 1d8 per golem master level + your INT modifier artificial health. You and your golem occupy the same 5ft space and damage dealt goes to your hit points rather than artificial health. If interrupted you will enter your golem as a reaction.

You may perform battlefield repairs 4 times per long rest.

Plated Knuckles

Your golem's integrated weapon is powerful, but you know that sometimes a fight comes down to a good solid punch. Anticipating this, you have built plated knuckles into your own hands. Your unarmed strikes deal 1d8+STR bludgeoning damage while outside your golem.

Reconnaissance Thopter

Your knack for tinkering extends beyond just your golem. You have built into your golem a detachable thopter that can be controlled from within your golem. While the thopter is out, you can make yourself blind and see through the thopter, up to a range of 1 mile.

The thopter has a fly speed of 50ft, an AC of 12 and 1 hit point. It has 60ft of darkvision. If destroyed, it takes an hour of tinkering to repair or replace.

Iron fortitude

As well as your weapon, the golem is your armour, so it's important that it is able to take a hit. By upgrading the plating on your golem, you have become nigh indestructible. Gain

+1AC while in your golem, and 3 times per long rest, you can inflict disadvantage on an attack made against you, or give yourself advantage on a saving throw, as a reaction. Your golem becomes proficient in shields.

Enhanced Sidearm

While your golem is powerful, it's not infallible. You know that you may have to sometimes get your own hands dirty, and in anticipation have tinkered with an enhanced firearm. Gain a firearm that is magical and attuned to you, and give it one of the following sets of properties.

Enhanced sidearm 1

- 15 shots per long rest
- The bullets are magical
- Range of 20 to 100ft
- Deal 1d10 Piercing + 2d6 fire damage
- No misfire, no need to reload
- 1 handed
- INT is your modifier to hit

Enhanced sidearm 2

- 8 shots per long rest
- The bullets are silvered
- Range of 80 to 200ft
- Deal 2d10 piercing damage
- No misfire, no need to reload
- 2 handed
- INT is your modifier to hit

Cross Enhancement

A talented tinkerer, you still know the importance of learning from others. You may choose one of the level 3 or level 6 traits from a different modular assignment and apply it to your golem.

Mechanical endurance

Made from only the finest materials, your golem is designed to last. If you have exhaustion points on you, when entering your golem all exhaustion effects disappear. They return when you leave the golem. Gain +50 max artificial health

Iron guardian

You realise it's unfair that your party doesn't have their own golems, but you can hardly all share yours, can't you? All allies within 10ft of you gain +2AC and proficiency in CON saving throws. 3 times per long rest, you can redirect combat damage that would be dealt to an ally within 10ft to yourself as a reaction.

Enhanced sensory implements

While inside your golem, you have truesight up to a distance of 10ft x your INT modifier

Modular assignment: Behemoth

The Behemoth model is large and imposing, standing between 7 and 8ft tall, with a size of Large. When inside the Behemoth model, you make the following changes:

- Your movement speed is reduced by 5ft
- Your jump and climb speed reduce by 10ft
- Your swim speed becomes 0ft
- Your AC increases by 4
- Your STR and max STR increase by 2
- Your DEX reduces by 2
- Become proficient in Athletics, if not already
- Become proficient in STR saving throws
- Lose all normal weapon proficiencies and gain proficiency in simple weapons
- Lose all normal equipment
- Your artificial health is equal to double your normal health
- Your Unarmed strikes deal 1d6 + STR Bludgeoning damage

Integrated weapon

The behemoth model can have your choice of a greatsword or greataxe as its integrated weapon, although you only need one hand to wield it. Gain proficiency in your chosen weapon

Modular enhancement

A master tinkerer, over time you develop and integrate a range of useful upgrades and gadgets to your golem. For Behemoth, the enhancements available to you are:

Level 3: Defensive Adjustments

While the behemoth's plated armour is an effective deterrent, a little something more was required for magical defence. You may cast absorb elements at first level 2 times per long rest

Level 6: Juggernaut configuration

You have altered the positioning of plates on your golem to maximise its defensive capabilities. Once per long rest, you can use a bonus action to activate your golem's juggernaut configuration. This lasts until the end of your next turn and carries the following effects.

- +2 AC
- +2 STR
- Advantage on CON saving throws
- Resistance to your choice of fire, cold, necrotic or radiant damage
- -15ft of movement
- All attacks against you have disadvantage

Level 10: Integrated Firearms

Your proficiency with machinery and firearms has drawn you to the most logical conclusion, putting firearms on your golem. While you cannot wield firearms in your golem due to the large, crude fingers you have built one into your golem's arm.

Your golem's firearm has 10 ammunition

After a long rest, restore all ammunition, and after a short rest, restore 1d4 of ammunition

No reload is needed, and there is no chance of misfire

The firearm has a range of 20 to 100ft

You can add your INT modifier to your hit and damage roll

It deals 2d12 bludgeoning + 1d8 fire damage

Level 15: Upgraded Joints

Through experiments carried out on your golem's joints, it is now able to attack faster while still carrying the same destructive force. Upon a successful melee attack, you may use a bonus action to perform an unarmed strike on the same target with advantage.

Modular Assignment: Interceptor

Nimble and built for stealth, the Interceptor model is fast, deadly and built for reconnaissance and espionage. It stands between 5 and 6ft tall with a size of medium. When inside the Interceptor model, make the following changes:

- Your movement speed is increased by 15ft
- Your jump and climb speed increase by 10ft
- Your swim speed becomes 30ft
- Your AC increases by 2
- Your DEX and max DEX increase by 2
- Become proficient in Acrobatics if not already
- Become proficient in DEX saving throws
- Lose all normal weapon proficiencies and gain proficiency in simple weapons
- Lose all normal equipment
- Your artificial health is equal to your normal health

Swift by nature

In its mount configuration, your golem still has the form of a horse, but double the movement speed of a normal horse.

Integrated Weapon

The interceptor model can have your choice of a rapier or hand crossbow as its integrated weapon. Gain proficiency in your chosen weapon.

Modular Enhancement

A master tinkerer, over time you develop and integrate a range of useful upgrades and gadgets to your golem. For Interceptor, the enhancements available to you are:

Level 3: Quick Step

Fast and agile, the Interceptor can act and react faster than other warriors. Gain +1 to all initiative rolls, and the ability to make a melee bonus attack after dashing.

Level 6: Enhanced power conductors

By integrating strong conductors connecting your integrated weapon to your magical core, you can charge your weapon with extra energy. On a successful hit, you may add 1d6 + INT Thunder damage to an attack made with your integrated weapon. At level 12 this increases to 2d12, and at level 18, to 3d12 + 1d6. This ability can be used 3 times per long rest.

Level 10: All terrain adjustment

As an interceptor, your job is to scout ahead of enemy lines and strike unexpectedly. To achieve this, it's important to be prepared for any environment. Increase your climb, jump, move and swim speed by 10ft, and gain the ability to breathe underwater for 1 hour. You also gain darkvision of up to 120ft. You suffer no ill effects for being prone and are unaffected by lair or terrain effects

Level 15: Assassin

To satisfy the needs of your work, you have developed a highly lethal poison. Gain the ability to disengage as a bonus action, and to use sneak attack. Gain the ability to imbue your integrated weapon and unarmed strikes with poison. 5 times per long rest, before rolling for hit, you may add 2d6 poison damage on an attack if successful, the target makes a CON saving throw with a DC of 14 at the start of the next 5 turns. On a failed save, the target takes 1d6 poison damage, or 1d4 on a successful save.