A Different Artificer

Krusk's take on an Artificer who is a master at building, breaking, and modifying magical items. Final Hosted on TTRPGfactory.com

Domo arigato, Mr. Roboto
Mata au hi made
Domo arigato, Mr. Roboto
Himitsu wo shiri tai

WoTC has had three versions of the artificer released for the fifth edition, and enough attempts at third and fourth that it's time for me to call it. A consistent complaint I've had with artificers over the years is that I don't particularly want to be a spellcaster. I want to tinker with magic items, and robots and such, but I have no interest in just casting a spell to do it. It's a skill over magic issue. I figured it was time to write one on my own.

Hit Points
Hit Dice: 1d8
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Artificer level after 1st
Proficiencies
Armor: light armor, medium armor, shields
Weapons: simple weapons, firearms
Tools: thieves' tools, tinker's tools, one type of artisan's tools of your choice
Saving Throws: Constitution, Intelligence
Skills: Choose 2 from Arcana, History, Investigation, Medicine, Nature, Perception, and Sleight of Hand.
Starting Equipment
You start with the following items, plus anything provided by your background.
- any two simple weapons of your choice
- a pistol or musket, and 20 bullets
- (a) studded leather armor or (b) scale mail
- thieves' tools and a dungeoneer's pack

Alternatively, you may start with 5d6 × 10 gp to buy your own equipment.

Multiclassing
Ability Score Minimum: Intelligence 13
When you gain a level in a class other than your first, you gain only some of that class's starting proficiencies.
Armor: light armor, medium armor, shields
Tools: thieves' tools, tinker's tools

Class Features

Level	Prof	Features	Schematics Known	Infused Items	Schematic Rarity
1	+2	Magical Tinkering, Cantrips, Firearms (Renaissance)	0	0	NA
2	+2	Infuse Item, Use Magic Item	4	2	Common
3	+2	Artificer Specialist, The Right Tool for the Job	4	2	
4	+2	Ability Score Improvement	4	2	
5	+3	Artificer Specialist Feature	4	2	
6	+3	Batch Efficiency, Firearms (Modern), Tool Expertise	6	3	Uncommon
7	+3	Disjunction, Last Minute Adjustment	6	3	
8	+3	Ability Score Improvement	6	3	
9	+4	Artificer Specialist Feature	6	3	
10	+4	Magic Item Smith, Supercharge	8	4	Rare
11	+4	Drain Essence	8	4	
12	+4	Ability Score Improvement	8	4	
13	+5	Masterpiece	8	4	
14	+5	Firearms (Futuristic), Targeted Disjunction	10	5	Very Rare
15	+5	Artificer Specialist Feature, Legendary Smith, Magical Savant	10	5	
16	+5	Ability Score Improvement	10	5	
17	+6	Tricks of the Trade	10	5	
18	+6	I've Got One in Back	12	6	Legendary
19	+6	Ability Score Improvement	12	6	
20	+6	Artifact	12	6	

Class Features Not Defined: Are as normal for an artificer outlined in Tasha's Cauldron of Everything.

Cantrips: At 1st level, you know two cantrips of your choice from the artificers cantrips list. You gain a third at 6th level, a fourth at 10th, a fifth at 14th, and a sixth at level 18. Intelligence is your spellcasting ability.

Firearms: With a week's worth of work, and access to a forge, you can craft any firearm of the Renaissance era. At level 7, you can craft clockwork versions of firearms that resemble weaponry from the Modern era. At level 14, you can craft clockwork versions of firearms that resemble weaponry from the Futuristic era. As described in chapter 9 of the DMG. The expectation is not that your DM add firearms to a setting that does not have them, but rather that you build a weapon unique to yourself.

Infuse Item: At 2nd level, you gain the ability to imbue mundane items with certain magical infusions. The magic items you create with this feature are effectively prototypes of permanent items.

Schematics Known

Artificers, like wizards keep a book with their known Schematics in it. This governs all the schematics, blueprints, and recipes they use for their creations. An artificer can begin play with 4 schematics of their choice used to create any 4 magic items for which they qualify (See schematic rarity column). Each specific spell scroll requires its own blueprints, for the specific spell replicated. Because of the nature of these spell scrolls, they are unsuitable for your wizard to use when adding to their spellbook. At the levels indicated, an artificer automatically discovers the secrets for additional schematics (as indicated in the schematics known column).

Artificers can spend their downtime studying with one another to expand their schematics books, much like wizards. Engineering colleges are full of blueprints and will loan or rent them to friendly artificers. When you find a magic item, you can spend a long rest per rarity of the item (see table below) to break it down and rebuild it. At the end of that period, make a tinker's tools check against the indicated DC. Success indicates you have learned how to construct these items and can add their blueprints to your schematics. Failure means you are unable to put the item back together. While working on and learning about the item, it is non-functional, cannot be used. Artificers can also learn by studying another artificer's schematics, which takes a single long rest (2 if they are not present for consultation), and an amount of gold as indicated to be spent on "supplies". If done in this way, there is no check needed.

Rarity	# of Long Rests	Tinker's Tools Check	Gold Cost
Common	1	11	100
Uncommon	3	13	500

Rare	6	15	5,000
Very Rare	10	17	50,000
Legendary	15	19	500,000

Note on Gold Cost: These costs assume DMG guidelines. If your group uses other gold cost values, items should cost the same as the list price in your source. An artificer's advantage is not that they can craft cheaper, but rather that they can craft exactly what you need, in the middle of a dungeon, faster than anyone else.

Replacing the Book
You can copy a spell from your own schematics into another book—for example, if you want to make a backup copy of your Schematics book. This is just like copying a new schematic into your book, but faster and easier, since you understand your own notation and already know how to craft the item. You need to spend only a short rest and 1/10th the gold cost per schematic copied.

If you lose your schematics book, you can use the same procedure to transcribe the schematics that you have prepared for the day into a new book. Filling out the remainder of your book requires you to find new spells to do so, as normal.

Infusing an Item
Whenever you finish a short rest, you can touch a nonmagical object and imbue it with one of your artificer schematics, turning it into a magic item of the appropriate type. An infusion works on only certain kinds of objects, as determined by the magic item emulated. If the item requires attunement, you can attune yourself, or an ally, to it the instant you infuse the item. If you decide to attune to the item later, you must do so using the normal process for attunement.

These items are not true magic items, and are powered by your artifice. Your infusion remains in an item indefinitely, but when you die, the infusion vanishes after a number of days have passed equal to your Intelligence modifier (minimum of 1 day).

You can infuse more than one nonmagical object at the end of a short rest; the maximum number of objects appears in the Infused Items column of the Artificer table. You must touch each of the objects, and each of your infusions can be in only one object at a time. Moreover, no object can bear more than one of your infusions at a time. If you try to exceed your maximum number of infusions, the oldest infusion immediately ends, and then the new infusion applies. You can disable an infused item by touching it as an action. If an infusion ends on an item that contains other things, like a bag of holding, its contents harmlessly appear in and around its space. If you choose to infuse a consumable item, it continues to count against your limit of infusions until you touch it, and disable whatever remains (a potion's vial for example).

Use Magic Item: When attempting to use a magic item, you are always considered to be meeting any prerequisites of the item. Whether they be race, class, alignment, singular unique being, or anything else.

Batch Efficiency: When infusing an object so that it functions as a magic, you can infuse a number of similar items with the same property equal to your proficiency bonus. These items all function as though they had the same property applied, and must all be the same type, and touching one another when the infusion is applied. Because of their synced nature, if one item ceases to be infused, they all do, with the exception of potions or other consumables that have been consumed.

Disjunction: As an action, you can disable a magical object touched. If the object is currently attuned to a creature, that creature is allowed a Charisma saving throw to resist your negation. You do not need to know the magical properties of an item to disable it. A disabled object ceases to be magical for 24 hours, after which time its properties return. If studied, magically or otherwise, it still identifies as a magical item, and the fact that its being suppressed is apparent. Your GM may choose to give unattended artifacts or legendary items a saving throw to prevent this based. Legendary items receive +5, and artifacts get +10. You can use this ability a number of times equal to your Intelligence modifier (minimum of one) per long rest.

Last Minute Adjustment: As an action, you can change the nature of an infused item touched. You can change one item you have infused, into another magic item, provided it is on your list of schematics known. The item must still be of the same type, for example a Greataxe of Warning into a +1 Greatsword, and not into an Immovable Rod. You can make this adjustment once per short rest.

Magic Item Smith: You can make magic items. It takes you ¼ the normal time, and ½ the normal gold. Additionally, you can attune up to 5 magic items.

Supercharge: When a magic item you wield deals damage to a creature, you can ignore the results of the roll and instead take the maximum possible result. Doing so supercharges the item, and it's magical properties cannot be used until the completion of your next short rest.

Drain Essence: You can consume the essence of a single magic item you have currently disabled with your disjunction ability and store it within yourself. This item will never work again and is destroyed. You can then spend this essence in place of the gold cost for crafting an item of equivalent rarity. You can only store one item's essence at a given time, and the ability can only be used once per long rest.

Masterpiece: You can choose one magical item you have created to serve as your masterpiece. You can always detect the distance, and cardinal direction of your masterpiece, even if you can't see it, and in fact, can use the Scrying spell at will to view it if you want. This masterpiece can combine the properties of multiple magical items into one, provided you spend the downtime and gold cost to weave in magic. Adding additional magical properties is usually

done after the original creation of the item, but does not have to be. Lastly, if you would like to choose a new item to serve as your masterpiece, you must drain the essence from your old one and use it to fuel construction of your new one. To break your connection otherwise, requires a week long ritual costing a number of gold equal to the purchasing cost of the old masterpiece (not including any discounts you get due to your Magic Item Smith, or similar abilities). Others can wield your masterpiece, but it requires attunement for them (not you).

Targeted Disjunction: You can use your disjunction ability on a magic item you can see within 100ft of you. Additionally, if you know the properties of a magic item, you can choose to disable only specific properties, not all.

Legendary Smith: Crafting common or uncommon magical items never takes you more than a single day.

Magical Savant: You can attune any number of magical items, and doing so is a bonus action for you, provided you are wearing it, or wielding it appropriately.

Tricks of the Trade: Your knowledge of the workings of magic items is unparalleled. When making a saving throw against an effect from a magic item, you roll with advantage.

I've Got One in Back: As an action, you can reach into your bag, backpack, storage container, or whathaveyou, and pull out a common or uncommon magic item. You clearly made this some time ago and forgot all about it. You can use this ability once per long rest.

Artifact: Your masterpiece becomes an artifact. It gains 4 minor beneficial properties, and 2 major beneficial ones, as defined on DMG page 219. These are not randomly determined. You can also choose whether or not to apply four minor detrimental properties and two major detrimental properties at your discretion. You can also work with your DM to create custom major properties instead if you would like.

Specializations

Armorer

Tools of the Trade: You gain proficiency with heavy armor. You also gain proficiency with smith's tools. If you already have this tool proficiency, you gain proficiency with one other type of artisan's tools of your choice.

Arcane Armor: Your metallurgical pursuits have led to you making armor a conduit for your magic. You can modify a suit of armor, turning it into your signature Arcane Armor. This process requires smith's tools, and time spent as part of a long rest.

You gain the following benefits while wearing this armor:

1. If the armor normally has a Strength requirement, the arcane armor lacks this requirement for you.
2. You can use the arcane armor as a spellcasting focus for your artificer spells.
3. The armor attaches to you and can't be removed against your will. It also expands to cover your entire body, although you can retract or deploy the helmet as a bonus action. The armor replaces any missing limbs, functioning identically to a limb it replaces.
4. You can doff or don the armor as an action. The armor continues to be Arcane Armor until you designate a second suit of armor or you die.

Armor Model: At third level, when you designate an armor to be your Arcane Armor, you can apply one of the following two models to it.

1. Guardian
   a. Thunder Gauntlets. Each of the armor's gauntlets counts as a simple melee weapon while you aren't holding anything in it, and it deals 1d8 thunder damage on a hit. A creature hit by the gauntlet has disadvantage on attack rolls against targets other than you until the start of your next turn, as the armor magically emits a distracting pulse when the creature attacks someone else.
   b. Defensive Field. When worn, this armor is wreathed in a transparent shield of mystical energy, that flashes an opaque color (or colors) of your choice when you are struck. When the armor is worn, each round you gain a number of temporary hit points equal to your proficiency bonus. These temporary hit points stack, until you reach a pool equal to your artificer level + intelligence modifier. If you have no temporary hit points from this feature, it does not flash when you are struck. While you have temporary hit points, you are considered to be wearing a shield, and gain a +2 bonus to AC. This shield does not occupy a hand, but does not the AC bonus does not stack with other shields.
   c. Magnetic Pulse. Once per short rest, you can discharge a magnetic pulse drawing any metallic object within 30ft towards you. As a pulse, nothing remains stuck and simply bounces off your armor softly. Metallic creatures, or creatures wearing medium or heavy armor made from metal are granted a saving throw, or are pulled adjacent to you. Creatures one size category bigger than you have advantage on this save, and those who are smaller, have disadvantage. Powerful build applies to this effect. Unattended objects get no save.
2. Infiltrator
   a. Lightning Launcher. A gemlike node appears on one of your armored fists or on the chest (your choice). It counts as a simple ranged weapon, with a normal range of 90 feet and a long range of 300 feet, and it deals 1d6 lightning damage on a hit. You can make twice as many attacks as normal with this ability.As a bonus action, all creatures that were hit by this lightning launcher this round take additional lightning damage equal to 1d6 for each creature within 30ft of them that was also struck by this ability as an arc is formed between them.

b. Dampening Field. You have advantage on Dexterity (Stealth) checks. If the armor normally imposes disadvantage on such checks, the advantage and disadvantage cancel each other, as normal.
c. Jump Jet: Once per short rest, you gain a flight speed of 60ft for one round.

Extra Attack: 5th-level Armorer feature. You can attack twice, rather than once, whenever you take the Attack action on your turn.

Armor Modifications: 9th-level Armorer feature. You learn how to use your artificer infusions to specially modify your Arcane Armor. That armor now counts as separate items for the purposes of your Infuse Items feature: armor (the chest piece), boots, helmet, and the armor's special weapon. Each of those items can bear one of your infusions, and the infusions transfer over if you change your armor's model with the Armor Model feature. In addition, the maximum number of items you can infuse at once increases by 2, but those extra items must be part of your Arcane Armor.

Remote Control: At 9th level, you can control your armor remotely at a distance of up to one mile. It has an AC of 10, ability scores of 10, normal hit points for armor of its type, and can walk, carry objects, or use its abilities as needed. You can see through its eyes with your normal vision modes, and always know where it is in relation to yourself. You can transmit your voice through its helmet but do not have any special ability to hear (unless through other magic).

Perfected Armor: 15th-level Armorer feature. Your Arcane Armor gains additional benefits based on its model, as shown below.

1. Guardian. When worn, you can choose to increase your size by one category. In doing so, your strength is set to 21, and your AC increases by 2. Once per long rest, you can grow to tremendous size, becoming gargantuan, measuring 50ft tall. Your strength is set to 27, and you gain resistance to all damage from nonmagic weapons. This increase lasts for 10 rounds.
2. Infiltrator. You can use your jump jets at all times. In addition, you can focus your arm and chest gems to let loose a Hyper Beam. This attack functions as the lightning bolt spell cast at 9th level, whose line is 500ft. This attack damages objects as well as creatures. Using it disables your jump jets, lightning launcher, and dampening field until you take a short rest to recharge them.

Artillerist

As per Tasha's Cauldron of Everything with exceptions as noted.

Artillerist Spells: Removed.

Eldritch Cannon: Creation of a cannon does not require a spell slot. Replace instances of Cannon with Node in all class features. These small constructs are often, but not always cannons.

Node	Activation
Flamethrower	The node exhales fire in an adjacent 15-foot cone that you designate. Each creature in that area must make a Dexterity saving throw against your spell save DC, taking 2d8 fire damage on a failed save or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.
Force Ballista	Make a ranged spell attack, originating from the node, at one creature or object within 120 feet of it. On a hit, the target takes 2d8 force damage, and if the target is a creature, it is pushed up to 5 feet away from the node.
Healing Node	The node emits a burst of healing, allowing all adjacent allies to spend a hit die and heal that many hit points. At 9th level, they heal an additional 1d8 hit points, if they spent a hit die.
Protector	The node emits a burst of positive energy that grants itself and each creature of your choice within 10 feet of it a number of temporary hit points equal to 1d8 + your Intelligence modifier (minimum of +1).
Warp Gate	This node is tied to a round disc you can carry, or place on the ground. The node can be sent around as normal, but if you spend a bonus action while a creature is standing on the node, both are teleported to the disc. If you hold it, they appear next to you. If the disc is on the ground, they appear ontop of it. The maximum distance for this effect is 10ft per artificer level.

Arcane Firearm: Removed

Mounting Kit: 5th level Artillerist feature. You can mount a staff, wand, scroll, or command or action based item to your cannon. If you are within 60ft of it, as an action, you can cause the cannon to activate the item for you, targeting any effects from the cannon, and not you.

Battle Smith

As per Tasha's Cauldron of Everything with exceptions as noted.

Battle Smith Spells: Removed.

Steel Defender: Reviving the steel defender no longer requires a spell slot.

Battle Mode: 9th level Battle Smith feature. You have customized and modified your steel defender in one of the following ways.

1. Aquatic: your steel defender is sealed and proofed against water. In addition, it has fins, or a propellor, or other means of traveling the water. It gains a swim speed of 60ft.
2. Hexapod: your steel defender has 6 legs, and a climb speed of 45ft.
3. Mining Rig: your steel defender has a giant drill which can be used increasing the base damage for its attacks to 1d10. In addition, it can be used to dig tunnels, and has a burrow speed of 10ft.
4. Mount: your steel defender is large sized and a built in saddle, making it ideal for use as a mount.
5. Ram: your steel defender is set up for charges. If it moves adjacent to a creature and makes an attack in the same round, it deals 2d8 damage instead of 1d8.
6. Scout: your steel defender is small sized and gains advantage on stealth checks.
7. Wings: your steel defender has mechanical wings and a fly speed of 30ft.

Improved Defender: At level 15, your defender can have two Battle Modes at the same time. In addition to the other benefits of this feature.

Experimental Alchemist

You are enamored with the mixing of potions. Constantly tweaking, adjusting, or modifying your potions until you get effects others can only imagine.

Tool Proficiency: At third level you gain proficiency in alchemist's supplies.

Experimental Potions: At third level, whenever you use your infusions to create a potion, it also grants one of the effects from the table below at random. The effect is determined when the potion is consumed, and if the Batch Efficiency feature is used when the potions are made, they each can have different effects (in practice, roll randomly when the potion is consumed).

Additionally, you always have "a bunch" of miscellaneous potions lying around. You don't remember what they do, or if they are even finished, but drinking them provides one of the effects randomly selected below, and no other effect. You have a number of these potions available equal to your proficiency bonus. Every short rest you take a moment and brew or rediscover a few more. Back to your proficiency bonus, at maximum.

Lastly, anytime you have a short rest, you can experiment with an existing potion, crafted by someone else, to add an effect from the chart as though you had crafted it.

D8	Effect - DMs and players should feel strongly encouraged to expand this list.
1	**Vigor**: The drinker regains 2d4 + your intelligence modifier in HP.
2	**Swiftness**: The drinker walking speed increases by 10ft for 1 hour.

3	**Vision**: The drinker gains true sight 30ft for 10 min.
4	**Levitation**: The drinker gains a fly speed of 10ft for 10 min.
5	**Burning**: After consumption, the drinker unleashes a gout of flames in a 15ft cone dealing 1d8 fire damage per point of your proficiency bonus. Those in the cone can make a dexterity save for half damage. This can be ignored with a constitution save if desired.
6	**Invisibility**: The drinker becomes invisible until the end of their next turn.
7	**Intelligence Serum:** The drinker gains +4 bonus to Intelligence, Wisdom, and Charisma for the next 1d6 rounds.
8	**Numbing:** The drinker gains resistance to bludgeoning, piercing, and slashing for 1d6 rounds.

Tolerance: At 5th level you have consumed so many strange concoctions, mistakes don't impact you. You gain poison resistance.

Line 'em Up: At 9th level, you can down potions without even thinking about it. You can drink potions as a bonus action. But not only that, you can drink up to your proficiency bonus in potions as a single bonus action, assuming they are all in hand.

Get it Right: At 15th level, when infusing potions, you can choose up to 3 from the experimental effects to apply to them. You can select the effects, and know what they are as soon as the potions are infused. This can be used for your half finished, bonus potions from the Experimental Potions class feature.