

## INDUSTRIALIST FEATS

An Industrialist spends a huge majority of their lifetime inventing, so it isn't uncommon for a well-versed inventor to have uncovered unique and rare techniques that are widely unknown by others. If an industrialist meets the prerequisites, they may choose one of these feats, foregoing an ability score improvement.

### BUILT FOR BATTLE

*Prerequisite: Industrialist, enhancer vision*

Through countless revisions, you have managed to optimize your enhancer armor for use in battle.

- Whilst wearing your enhancer armor, you are proficient in unarmed strikes.
- Your unarmed strike deals bludgeoning damage equal to 1d6 + your Strength modifier.
- When you don your enhancer armor for the first time after finishing a long rest, you gain temporary hit points equal to your industrialist level. Doffing your enhancer armor removes these temporary hit points.

### EDUCATOR

*Prerequisite: Industrialist level 6, futurist vision*

You have developed a knack for marketing your inventions to the masses, and teaching others how to use their properties.

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- Using your *Capable Tutor* feature, you can teach allied creatures with an Intelligence score of 7 or higher how to use your inventions.
- Allied creatures can now gain proficiency in an additional invention. Teaching them how to use a third invention removes proficiency with one of the previous inventions.

### INSANE INVENTOR

*Prerequisite: Industrialist level 5*

You constantly seek to push the very limits of what your power charges are capable of.

- Increase your Intelligence score by 1, to a maximum of 20.
- When you use your *Power Surge* feature, you add an additional 1d6 to your Charge Potency.
- When you make a weapon attack roll with an invention with the *Powered* property, that attack deals an additional 1d4 damage.

## QUICK PRODUCTION

*Prerequisite: Industrialist*

You have garnered the ability to rapidly produce your inventions, your creativity knowing no bounds.

- Increase your Dexterity or Intelligence score by 1, to a maximum of 20.
- When you start crafting an invention you can make an ability check using your *Tinker's Tools*, with a DC equals the number of days required to craft the invention. On a success, you reduce the number of days required to craft the invention by an amount equal to your proficiency bonus (to a minimum of 1 day).

## RAPID OPERATION

*Prerequisite: Industrialist, war tinker vision*

You train extensively with your inventions, and can use your inventions in the fray of battle more efficiently.

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You can reload an invention with the *Reload* property as a bonus action.
- Using the *Overcharge* property of an invention requires no action, but can only be done once on your turn.

## ENHANCER ARMOR Mk. 2

*Prerequisite: Industrialist, enhancer vision*

You have spent countless hours tinkering on the base of your enhancer armor, and have made major progress in its advancement. In addition to the original statistics of your enhancer armor, it gains the following:

- Your carry capacity is now tripled, including maximum load and maximum lift.
- You can don or doff your enhancer armor as an action.
- Your long jump and high jump are increased by an amount of feet equal to your proficiency bonus.

