

MARTIAL ARCHETYPES

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

MACHINIST

Those who pursue the path of the Machinist are very gifted not only in combat, but also in tools and machinery. Using their engineering talent, they modify their own weapons and armor to synergize with their physical ability, creating a warrior who is greater than the sum of his parts.

MACHINECRAFT

At 3rd level, you gain proficiency with Tinker's tools and firearms.

NOVICE ENGINEER

When you choose this archetype at 3rd level, you can choose 3 Simple Modifications to make to your weapons and armor. When you reach 5th level, you may choose to change one of the simple modifications you currently have. You must have Tinker's tools to make these modifications.

INVENTOR'S EYE

You have an uncanny eye for figuring out how machines work. When you reach 7th level, you have advantage on Intelligence (Investigation), Wisdom (Insight), and Wisdom (Perception) checks made to identify, recognize, and understand simple or complex machines (this includes non-magical traps).

INTERMEDIATE ENGINEER

At 10th level, choose 3 additional Simple Modifications to make to your weapons and armor. When you reach 12th level, you may choose to change one of the simple modifications you currently have. You must have Tinker's tools to make these modifications.

MASTER ENGINEER

Your machines are flawless, creating robust armor and deadly weapons. At 15th level, choose 2 complex modifications to make to your weapons and armor. When you reach 17th level, you may choose to change one of the complex modifications you currently have. You must have Tinker's tools to make these modifications.

IMPROVISER

You're a quick study are able to make modifications on the fly to suit your needs. During a long rest, you can choose to change up to 2 of the simple modifications you currently have. You must have Tinker's tools to make these modifications.

SIMPLE MODIFICATIONS

The simple modifications are presented in alphabetical order.

Breath Mask. You make a mask that allows you to breathe underwater or in unclean air for up to 10 minutes per short or long rest.

Cleated Boots. You have advantage on saving throws against being moved.

Exploding Ammunition. Requires a ranged weapon. One successful attack per round pushes a target back 5 feet.

Extended Grip. Requires a melee weapon. You can choose to attack targets an additional 5 feet beyond the range of the weapon, but the damage dice for the attack are reduced by 1 level (2d6 becomes 1d10).

Featherweight Armor. Requires medium armor. The maximum Dexterity modifier when calculating AC while wearing this armor is increased by 1.



Gunblade. You make a weapon that can make both melee and ranged attacks. The melee attacks deal 1d8 slashing damage, or 1d10 slashing damage when held with two hands. It has a range of 5 feet. The ranged attacks deal 1d8 piercing damage, with a range of 60/180 feet, and use regular firearm ammunition. You are proficient in this weapon.

Monocular. You make a single-eyed goggle that allows you to see up to 1 mile away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from you.

Sawed-Off. Requires a firearm. When two adjacent targets are within 10 feet of you, you can use one of your attacks to target both of them. You roll 1 attack roll against both of their AC's and 1 damage roll for both of them.

Scope. Requires a ranged weapon. The weapon's range is doubled.

Shield Extension. Requires a shield. You have advantage on saving throws against damage-dealing area-of-effect spells, such as Fireball and Burning Hands.

Shock Boots. Your speed increases by 10 feet while wearing these boots.



Shoulder Pistons. You have advantage on Strength (Athletics) checks and Strength saving throws.

Shrapnel Cloak. You make a cloak that is excellent at deflecting incoming missiles. As a reaction, you can force the next ranged weapon attack against you to be made at disadvantage until your next turn.

Weaponized Gauntlet. You make a gauntlet that deals 1d8 + your Strength modifier bludgeoning, slashing, or piercing damage (you choose the damage type per attack). You are proficient with this weapon.

COMPLEX MODIFICATIONS

The complex modifications are presented in alphabetical order.

Ballistic Armor. You take 3 less damage from bludgeoning, piercing, or slashing damage while wearing this armor.

Battlefield Gauntlet. Requires the weaponized gauntlet. The gauntlet is improved to deal 1d10 + your Strength modifier bludgeoning, slashing, or piercing damage (you choose the damage type per attack). Additionally, it increases your AC by 1.

Chainsaw Blade. Requires a bladed melee weapon. The weapon deals an additional 1d4 slashing damage.

Elemental Ammunition. Requires a ranged weapon. Your weapon deals 1d4 additional damage. The damage type is your choice of the following: acid, cold, fire, lightning, or thunder.

Keen. Requires a weapon. The weapon's attacks score a critical hit on a roll of 18, 19, or 20.

Rocket Pack. You make a jetpack which allows you to fly at a speed equal to your land speed for 1 minute per short or long rest.

