



# 5E THE ENGINEER



**BOMBS, GADGETS & GUNS**

**Create eclectic characters that harness the awesome power of technology from this unofficial supplement for the world's greatest roleplaying game**





Steampunk Goggles by Toefje-Kunst



City Outskirts by Sergey Skachkov  
Cross the Artificer by MatesLaurentiu

## ENGINEER

A small, round object falls down through the cavern from a ledge above and lands at the feet of the orc chieftain. The orc barely has time to wonder what the object is when it erupts, spewing black smoke around him. Through the smoke the orc can almost make out a shadowy form gliding down from the ledge above. The shadow lands, pulls a small metallic object from her belt and flicks it toward the chieftain. As the object moves forward it unspools into a scourge made of sharp interlocked links of chain. The orc is no match for the whirling shadow. As the chieftain falls, the shadow flicks her wrist again and the weapon is once again safely and unobtrusively stowed on her belt. Now, time to find that treasure...

The gnome pulls his goggles down over his greasy hair to cover his eyes and presses a button on the back of his gauntlet. He feels the hot, acrid breath of the gigantic purple worm as the maw of the creature lunges hungrily down toward him. Steam shoots out of nozzles on the back of his boots. The wrenches and gears that adorn his outfit rattle and clank as he is propelled forward with a burst of speed, safely out of the creature's grasp. He turns back toward the sandy behemoth, punches another button on his wrist, and a bright green ray of energy fires from an emitter on his fingertips. The worm roars in pain as the beam strikes.

A dusty half-elf touches the handle of the pistol hanging on his belt as he ducks down an alley in an attempt to evade the group of bandits that are in pursuit of him. The cold metal gives him comfort, but he knows that in addition to superior firepower, he literally has some tricks up his sleeve. The alley ends in a high stone wall – a dead end! The bandits round the corner and advance on him, certain that he has no way to escape. The gunslinger flips a lever on his belt as the bandits near him. In a flash, he disappears. The thugs freeze, looking confused, unsure where their prey has gone. The sound of a firearm round being chambered behind them is the last thing that they hear.

Though their motivations and tactics might be different, each of these engineers employs their superior skill with machinery and technology to overcome the various obstacles that stand between them and their goals. Their resourcefulness allows them to invent and build devices which help them enhance their abilities and augment their weaknesses.

## APPLIED SCIENCES

Not every scholar or inventor has the skills it takes to become an engineer. Engineers are not only students of science, but they are masters of turning scientific principles into new technology that has practical applications in the real world.

Most have some education, though for many this education is the result of years of experimentation and tinkering rather than formal study. An engineer might be a member of a guild of like-minded craftspeople, or more likely, could simply be a self-taught loner with a talent for working with machinery.

Engineers can do a little bit of everything. Whatever the challenge, they can invent, build, and adapt their gadgets to be the right tools for the job.

## MECHANICAL AFFINITY

Few engineers come from uncivilized lands, but that doesn't mean that they are comfortable in social situations. In fact, most engineers find that mechanical devices make more sense than people. Clockworks and steam engines are infinitely more predictable than the average person could ever be. For this reason, engineers are sometimes seen as aloof or awkward, and some can even be downright abrasive.

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## THE ENGINEER

Level	Proficiency		Schematics Known	—Gadget Slots per Complexity Level—				
	Bonus	Features		Trivial	Simple	Advanced	Intricate	
1st	+2	Gadget Use, Mechanically Inclined	8	4	2	—	—	
2nd	+2	Expertise, Master Crafter	10	4	2	—	—	
3rd	+2	Junkyard Hero, Sub-discipline	11	4	3	—	—	
4th	+2	Ability Score Improvement	12	5	3	—	—	
5th	+3	Fast Activation	13	5	4	—	—	
6th	+3	Mana-Powered Attacks	15	5	4	—	—	
7th	+3	Sub-discipline feature	16	5	4	1	—	
8th	+3	Ability Score Improvement	17	5	5	2	—	
9th	+4	Rapid Reconfiguration (3)	18	6	5	2	—	
10th	+4	Sub-discipline feature	19	6	5	3	—	
11th	+4	Academic Literacy	21	6	5	3	—	
12th	+4	Ability Score Improvement	23	6	5	3	—	
13th	+5	Rapid Reconfiguration (5)	24	6	6	4	—	
14th	+5	Sub-discipline feature	26	6	6	4	—	
15th	+5	—	27	6	6	4	1	
16th	+5	Ability Score Improvement	28	6	6	5	1	
17th	+6	Rapid Reconfiguration (7)	29	6	6	5	2	
18th	+6	Indomitable Mind	30	6	6	5	2	
19th	+6	Ability Score Improvement	31	6	6	5	3	
20th	+6	Machine Mastery	33	6	6	5	3	



MAGE: every-angle-wrench by frappuu

## CREATING AN ENGINEER

When creating an engineer, think about how your character learned the skills needed to work with machines. Did they teach themselves? Or were they trained by a guild or society of engineers? Perhaps they come from a culture like that of dwarves and gnomes where such skills are common. Or perhaps they just figured it out for themselves through experimentation.

### QUICK BUILD

You can make an engineer quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Dexterity. Second, choose the guild artisan background. Choose *Fire Extinguisher*, *Grappling Gun*, *Headlamp*, *Retractable Stilts*, and *Rearview Mirror* as your trivial complexity gadget schematics and *Parachute Cloak*, *Steam Spray*, and *Taser Gloves* as your simple complexity schematics.

## CLASS FEATURES

As an engineer, you gain the following class features:

### HIT POINTS

**Hit Dice:** 1d6 per engineer level

**Hit Points at 1st Level:** 6 + your Constitution modifier

**Hit Points at Higher Levels:** 1d6 (or 4) + your Constitution modifier per engineer level after 1st

### PROFICIENCIES

**Armor:** Light armor

**Weapons:** Simple weapons

**Tools:** Tinker's tools.

**Saving Throws:** Dexterity, Intelligence

**Skills:** Choose four from History, Insight, Investigation, Medicine, Perception or Sleight of Hand

### STARTING EQUIPMENT

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

- leather armor and a set of mechanic's clothes
- any simple melee weapon
- (a) an explorer's pack or (b) a scholar's pack
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- tinker's tools

Alternatively, you can choose to forego this starting equipment and instead begin with 5d4 x 10 gold pieces in addition to any wealth and equipment granted by your character background.

**Mechanic's Clothes.** Cost: 10 gp, Weight: 5 lbs. These clothes protect the wearer from grease and grime while providing excellent comfort and utility. The basic outfit consists of a set of overalls or a heavy apron along with sturdy boots, heavy gloves, and a tool belt. Mechanic's clothes often include other occupational safety equipment such as dark-tinted goggles and a face mask that can be pulled up to cover the mouth and nose.

## MULTI-CLASS ENGINEERS

In order to qualify for a multiclass combination including the engineer class, you must have an Intelligence score of 13 or higher in addition to the needed prerequisite scores of your other classes.

Characters who multiclass into the engineer class gain proficiency in light armor, tinker's tools and one skill from the engineer class skill list.



Engineers with the technomancy sub-discipline who have the Spellcasting class feature or Pact Magic class feature from another class can use the spell slots they gain from any of their classes to cast spells they know or have prepared from any of their other classes.

## GADGET USE

You are skilled at building mechanical gadgets that perform various functions and incorporating them into your clothing, armor, weapons and other gear.

### GADGET SCHEMATICS

Gadgets are built using schematics which show the design parameters and intended operation of the device. Each schematic has a level of complexity that is classified as trivial, simple, advanced or intricate.

You know 5 trivial schematics and 3 simple schematics of your choice from the list of gadget schematics presented in Part 2 of this supplement. The Schematics Known column of the engineer table shows when you learn additional schematics. Additionally, when you gain a level in the engineer class, you can choose one of the schematics that you know and replace it with a different schematic from the schematic list. Any new schematic that you learn must be of a level of complexity which you are able to equip.

Learning a schematic and turning the schematic into a working gadget costs an amount of money and time depending on the level of complexity. These costs include the parts and components needed to build the device as well the time spent prototyping, testing and troubleshooting the gadget to perfect its operation. The costs and time required for learning a new schematic are:

### Cost to Learn New Gadgets

Complexity Level	Cost to Learn	Time to Learn
Trivial	10 gp	1 hour
Simple	50 gp	2 hours
Advanced	250 gp	8 hours
Intricate	1,250 gp	40 hours

Gears - Stock by by Mezzochan



### EQUIPPED GADGETS

It takes time and effort to build and maintain your gadgets in working order. Repairs and preventive maintenance must be performed: sprockets greased, springs wound, coolant refilled, capacitors recharged, etc. For this reason, you can only maintain a limited number of equipped gadgets at any one time, as shown on the engineer table. As you level up, you become more skilled at building and maintaining these gadgets and are able to keep more of them functional at any one time.

Each equipped gadget is integrated into one of your items of clothing or equipment as specified in the schematic description. Multiple gadgets using different schematics can each be integrated into the same piece of equipment. Each equipped gadget increases the weight of the item it is integrated into by 2 pounds.

You prepare your list of equipped gadgets from the list of schematics that you know, up to the maximum number shown on the engineer table. In order to equip a gadget you must have an available gadget slot of the same or higher level of complexity as the schematic for the gadget.

Because of the expertise required to operate these gadgets and amount of personal customizations that each engineer makes to their gadgets, only the engineer that built it can use a gadget and benefit from its effects.

Whenever you complete a long rest you can reconfigure your list of active gadgets, changing which gadgets you have equipped from among the schematics that you know. You can also remove a gadget from a single piece of equipment and install it onto a different piece of equipment whenever you reconfigure your gadgets. You must have access to your tinker's tools in order to reconfigure your equipped gadgets.

### ACTIVATING GADGETS

Some gadgets provide a continuous benefit as long as the gadget is equipped. Other gadgets have an effect that requires you to take an action in order to activate it. The type of action required to activate the effect will be listed in the description of the gadget.

**Object Interactions.** Most gadgets are easy to activate, requiring you only to flip a switch or twist a dial. A gadget with an effect of this type can be activated at the same time you either move or take another action (such as an attack action). Some gadgets which can be used as weapons may require you take both an object interaction and an attack action at the same time.

You can activate a second gadget effect that requires an object interaction on your turn by taking the Use an Object action. (See PHB pages 190 and 193 for more information about what sorts of actions can be combined with other actions.)

**Actions.** A gadget effect with an activation time of 1 action requires that you focus your attention on the device in order to use it.

**Reactions.** Some gadget effects can be activated as reactions. These effects are activated in response to some event. If a gadget can be activated as a reaction, the schematic description will tell you exactly when you can use it.





steam gunzz by Sidxartxa

### MAKING GADGETS FEEL UNIQUE

The list of engineer schematics and a full explanation of their effects can be found in Part 2 of this supplement. While the descriptions explain what the gadgets do, exactly how the gadgets achieve these effects has been left up to you. You should work with your DM to describe exactly how each of your gadgets operate, tailoring the descriptions to best fit your character and campaign world. For example, a Headlamp might be powered by a chemical battery or could harness the power of a rare type of crystal only found deep underground. Describing your gadgets can help to make your character unique and memorable, since no two engineers will necessarily do things the same way.

### STACKING GADGET ACTIVATIONS

You cannot activate two gadget effects that both require 1 action during the same turn. You can activate both a gadget that requires 1 action and another gadget that requires only an object interaction by combining both activations into one action or by using the bonus action granted by your Fast Activation feature.

### GADGET ATTACK ROLLS AND SAVING THROWS

Some gadgets can be used as weapons, allowing you to make an attack roll. The ability score bonus added to this attack roll is listed in the text for the schematic for that particular gadget.

**Gadget attack modifier** = your proficiency bonus + the ability score modifier listed in the gadget description

Your Intelligence modifier sets the DC for saving throws against effects created by the use of your gadgets.

**Gadget save DC** = 8 + your proficiency bonus + your Intelligence modifier

### NONMAGICAL NATURE

Although some gadgets create effects which are similar to those created by certain spells and magic items, gadgets and their effects are inherently non-magical. A gadget, or the effect created by a gadget, cannot be detected or dispelled using abilities that work on magic. Spells such as *Detect Magic*, *Dispel Magic*, *Counterspell* or *Antimagical Field* have no effect on the operation of a gadget.

### MECHANICALLY INCLINED

Your skill with mechanical devices allows you to use your tinker's tools to attempt to open mechanical locks and disarm mechanical traps.

### EXPERTISE

At 2nd level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with tinker's tools. Your proficiency bonus is doubled for any ability check you make that uses the chosen proficiencies.

## MASTER CRAFTER

You are a master crafter, capable of producing excellent work under budget and on time. Starting at 2nd level, when you craft an item using artisan's tools that you have proficiency with, you must only expend raw materials worth one-third of the item's total market value. You make progress every day you spend crafting in increments equal to 5 plus your engineer level in gp until you reach the market value of the item.

## JUNKYARD HERO

Beginning at 3rd level, you can use your downtime to scavenge spare parts, useful chemicals, and raw materials which you can use to build your gadgets or to craft items. In order to do so, you must be in a city, junkyard, or another location where such items might be found. Your DM may limit the availability of certain types of materials depending on the location where you are scavenging. For each hour that you spend scavenging, you can locate 5 gp plus your engineer level worth of such materials.

You can use the resources you collect while scavenging to pay the material cost of learning new gadget schematics, creating or repairing a clockwork companion, or as raw materials for crafting with artisans tools with which you have proficiency.

## SUB-DISCIPLINE

Choose a sub-discipline, which describes your technological area of expertise. Three sub-disciplines are described here: demolitions, kinetics, and technomancy, all of which are detailed later in this class description. Your sub-discipline choice grants you additional features when you choose it at 3rd level and then again at 7th, 10th, and 14th level.

## 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. You can't increase an ability score above 20 using this feature.

## FAST ACTIVATION

Starting at 5th level you can use a bonus action on each of your turns in combat to take the Use an Object action, or to use your tinker's tools to attempt to disarm a trap or open a lock.



## MANA-POWERED ATTACKS

Starting at 6th level, attacks made using your gadgets, firearms or ticker bombs count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

## RAPID RECONFIGURATION

Starting at 9th level whenever you complete a short rest, you may reconfigure up to 3 of your equipped gadgets, switching them with different gadgets from the list of schematics that you know. You must have access to your tinker's tools in order to reconfigure your equipped gadgets. At 13th level the number of equipped gadgets you can reconfigure increases to 5 and it increases again to 7 gadgets at 17th level.

## ACADEMIC LITERACY

Starting at 11th level, you can add half your proficiency bonus, rounded down, to any Intelligence check you make that doesn't already include your proficiency bonus.

## INDOMITABLE MIND

Beginning at 18th level, if your total for an Intelligence check is less than your Intelligence score, you can use that score in place of the total.

## MACHINE MASTERY

When you reach 20th level, you gain complete mastery over two of your gadgets. Choose two simple complexity gadget schematics that you know. You always have these gadgets equipped and they do not count against your maximum number of equipped gadgets. If either of these gadgets has an effect that requires a short or long rest to recharge, you can take a bonus action to recharge the effect. You can do this once for each gadget but must finish a long rest before you can use this feature on the same gadget again.

You can exchange one or both of the gadgets you chose for different gadgets of the same complexity by spending 8 hours modifying the gadgets using your tinker's tools.

## SUB-DISCIPLINES

Engineers specialize in various fields of science and technology, called sub-disciplines. Three different sub-disciplines are presented here: demolitions, kinetics and technomancy.

### DEMOLITIONS

You are a student of the art of making things go boom. Your knowledge stretches from the mechanical (timers and detonators) to the alchemical (volatile compounds and chemical chain reactions). This knowledge allows you to craft and use small but powerful explosive devices which you can lob at your enemies on the battlefield.

### BONUS PROFICIENCIES

At 3rd level, you gain proficiency with alchemist's supplies and medium armor if you do not already have such proficiency. You also treat improvised weapons as simple weapons for purpose of proficiency.

### BOMB MAKER

Starting at 3rd level, your superior skill with explosive compounds allows you to create alchemical bombs known as tickers. A ticker is a small mechanical orb filled with volatile chemicals. When you attack with a ticker, it explodes, dealing damage to any creature around the detonation point.

Because the chemicals used to create tickers are unstable, you can carry only a limited number of them with you. You can carry a number of assembled ticker bombs with you equal to your Intelligence modifier plus half of your engineer level. During a long rest you can create a number of tickers up to the maximum number you are able to carry. You must have access to your tinker's tools and alchemist's tools in order to create tickers. You must also have one vial of alchemical catalysts for each ticker that you wish to create.

Arnz by GuzBoroda



Smoke Bombs by Rusty001





Tickers are normally inert, but are activated by using an object interaction in combination with your attack action when you throw the ticker. Once activated, the ticker will explode on impact when it lands.

**Alchemical Catalysts (1 vial).** Cost: 10 gp, Weight: 1 lbs. The raw materials used by engineers to create explosive ticker bombs, catalysts are chemicals that, while individually stable, produce violent chemical reactions when mixed together in the right proportions. Each ticker bomb that is created by an engineer requires the equivalent of 1 vial of catalyst chemicals.

Tickers are treated as improvised ranged weapons for purposes of proficiency. They have the thrown trait and a range of 20/60. You can add either your Strength or Dexterity modifier to the attack roll when attacking with a ticker. Each ticker weighs 1 pound.

If a ticker attack misses, the ticker will land 1d4 x 5 feet away from its intended target, exploding where it lands. Roll 1d8 to determine the direction of the miss:

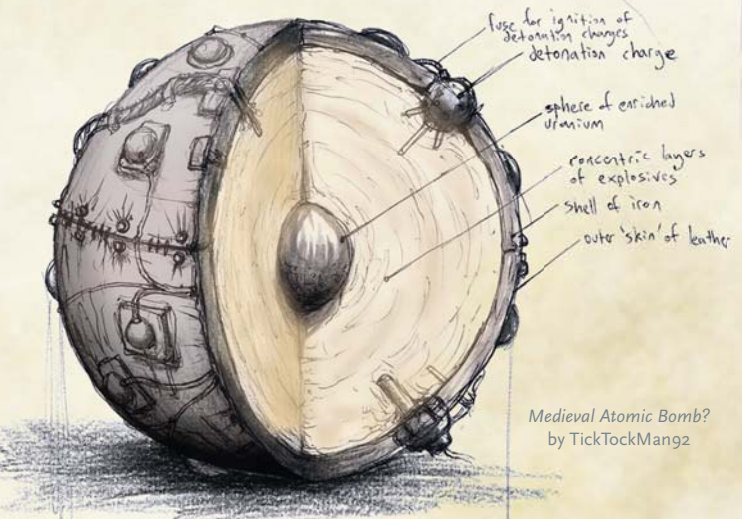
### Ticker Miss Direction

d8	Direction of Miss
1	North
2	North East
3	East
4	South East
5	South
6	South West
7	West
8	North West

The amount of damage done by a ticker you create depends on your engineer level as shown in the table below. Tickers deal their full damage dice to any creature within 5 feet of the device when it explodes if they fail on a saving throw or half as much damage if they succeed. Targets 5-10 feet away from the explosion take residual splash damage which is reduced by one damage die. The splash damage is further reduced by half if the affected creature succeeds on a saving throw. The type of saving

### Demolitions Engineer Ticker Damage

Engineer Level	Damage (Splash Damage)	Ticker Type(s) Known
3rd	2d4 (1d4)	Gas, Incendiary
4th	2d4 (1d4)	
5th	2d6 (1d6)	
6th	2d6 (1d6)	
7th	2d6 (1d6)	Frag, Frost
8th	2d8 (1d8)	
9th	2d8 (1d8)	
10th	2d8 (1d8)	Concussion
11th	3d6 (2d6)	
12th	3d6 (2d6)	
13th	3d6 (2d6)	
14th	3d8 (2d8)	Corrosive, Thermal
15th	3d8 (2d8)	
16th	3d8 (2d8)	
17th	3d10 (2d10)	
18th	3d10 (2d10)	
19th	3d10 (2d10)	
20th	4d10 (3d10)	



Medieval Atomic Bomb?  
by TickTockMang2

throw rolled against ticker damage is determined by the damage type of the ticker. The DC of a saving throw against your ticker damage is equal to your gadget save DC.

For example, a ticker rated for 3d4 (8) damage deals 3d4 (8) damage to any target within 5 feet of its detonation. The explosion also deals 2d4 (5) splash damage to targets 6-10 feet away from the blast. Both the regular and splash damage are halved if the affected targets succeed on their saving throw.

You chose the type of damage that the ticker will deal when you create it. At 3rd level you know how to create both gas (poison damage) and incendiary (fire) tickers. At 7th level you also gain the ability to create frag (piercing) and frost (cold) tickers. When you reach 10th level you learn how to create concussion (thunder) tickers. Finally, at 14th level you gain the ability to build corrosive (acid) and thermal tickers (which deal radiant damage).

### Ticker Saving Throw/Damage Types

Ticker Type	Damage Type	Saving Throw
Gas	Poison	Constitution
Incendiary	Fire	Dexterity
Frag	Piercing	Dexterity
Frost	Cold	Constitution
Concussion	Thunder	Constitution
Corrosive	Acid	Dexterity
Thermal	Radiant	Constitution

### COUNTDOWN TIMER

At 3rd level and higher, you gain the ability to rig a ticker so that it explodes on a timer instead of on impact. As an action, you can activate the timer of a ticker in your possession, choosing a number of rounds between 1 and 10. Once programmed, the ticker will detonate at the end of your turn after the chosen number of rounds has elapsed. A ticker on a timer can be disarmed by a successful disarm traps check with a DC equal to your gadget save DC.

### BONUS GADGET

When you reach 7th level you automatically gain access to the schematic for the *Grenade Launcher* gadget. Learning the schematic does not count against your normal number of schematics known. Once you gain access to this schematic, you always have it equipped and it does not count against your maximum number of equipped gadgets.



### GOOD COMMAND

When you reach 7th level you have become so skilled at placing your ticker attacks that you gain some control over where a missed attack will land. If you miss on an attack with a ticker, roll to determine the direction and distance of the miss as normal. You can choose to reroll one of these results. If you do so, you must use the result of the second roll.

### EVASION

Beginning at 10th level, you can nimbly dodge out of the way of certain area effects. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail.

### VIOLATILE OVERLOAD

When you reach 14th level you gain the capability to overload your tickers. An overloaded ticker has its damage and splash damage both reduced by one die, but has an additional effect based on the type of damage that the ticker deals. You choose to overload a ticker before you make an attack with or activate a countdown timer for that ticker. Once you have overloaded a ticker you cannot overload another until you finish a short or a long rest.

**Gas.** Any target damaged by the ticker that fails their saving throw is poisoned. At the end of each of its turns, a creature poisoned by the ticker can make another saving throw. The condition ends if the saving throw succeeds.

**Incendiary.** Thick, black smoke fills a 20 foot sphere around the point where the ticker detonates. The smoke blocks line-of-sight and anything inside of this area is heavily obscured. This smoke lasts for 1d4 rounds unless dispersed by a moderate or greater speed wind.

**Frag.** Any target damaged by the ticker that fails their saving throw is deafened. At the end of each of its turns, a creature deafened by the ticker can make another saving throw. The condition ends if the saving throw succeeds.

**Frost.** Any target damaged by the ticker that fails their saving throw has their movement speed reduced by half until the beginning of your next turn.

**Concussion.** Any target damaged by the ticker that fails their saving throw is stunned until the start of your next turn.

**Corrosive.** Any target damaged by the ticker that fails their saving throw takes additional 1d8 acid damage at the start of each of its turns. A creature can end this damage by using its action to wash the acid off of themselves using a vial water or another suitable liquid.

**Thermal.** Any target damaged by the ticker that fails their saving throw is blinded until the start of your next turn.

## KINETICS

Kinetic engineers study the science of motion and the release of energy and apply this knowledge using specialized weapons called firearms. These exotic ranged weapons use a small, controlled explosive charge to propel metal projectiles (known as slugs) toward their target at a very high rate of speed, unleashing a devastating amount of kinetic energy.

### BONUS PROFICIENCIES

At 3rd level, you gain proficiency with firearms weapons and medium armor.

### GUNSMITH

Starting at 3rd level, you know how to build and maintain firearms and ammunition using your tinker's tools.

### BONUS GADGETS

When you reach 3rd level you automatically gain access to your choice of either the schematic for the *Gunshot Suppressor* or the *Concealed Carry* gadget if you don't already know this schematic. Learning the schematic does not count against your normal number of schematics known. Once you gain access to this schematic, you always have it equipped and it does not count against your maximum number of equipped gadgets.



Steampunk by NoName-Face



Again at 7th level you gain access to another bonus schematic of your choice. You may choose between either the *Ammunition Clip* or *Targeting Scope* gadgets. Learning the schematic does not count against your normal number of schematics known. Once you gain access to this schematic, you always have it equipped and it does not count against your maximum number of equipped gadgets.

#### FIGHTING STYLE: ARCHERY

Starting at 7th level you gain a +2 bonus to attack rolls you make with ranged weapons.

#### ENGINEER FIREARMS (RANGED) WEAPONS

**Hand-Gun.** Cost: 150 gp, Damage: 1d8 piercing, Weight: 4 lbs., Properties: Ammunition (range 30/80), reload (1 shot), light, loud. A slug-throwing pistol that is meant to be used in one-hand.

**Scatter-Gun.** Cost: 600 gp, Damage: 1d8 piercing, Weight: 8 lbs., Properties: Ammunition (range 20/40), reload (1 shot), scatter, loud. A short-barreled gun that shatters the slug, scattering fragments of shrapnel to inflict maximum damage at close range.

**Long-Gun.** Cost: 300 gp, Damage: 1d10 piercing, Weight: 10 lbs., Properties: Ammunition (range 50/150), reload (2 shots), two-handed, loud. A gun with a longer barrel for increased range and velocity.

**Heavy-Gun.** Cost: 500 gp, Damage: 1d12 piercing, Weight: 15 lbs., Properties: Ammunition (range 30/100), reload (2 shots), heavy, two-handed, loud. Smaller but weightier than the long-gun, this firearm packs superior punch but has shorter range.

#### Ammunition

**Slugs (10).** Cost: 2 gp, Weight: 1 lb. Up to 50 slugs can be carried in a typical pouch.

#### Weapon Properties

**Reload.** See page 267 of the *Dungeon Master's Guide*.

**Loud.** This weapon makes a loud noise whenever it is used to attack. This noise can be heard over long distances and can give away the location of its wielder.

**Scatter.** This weapon deals an extra 1d8 piercing damage on a successful hit if the target is not at long range.

#### UNCANNY DODGE

Starting at 10th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

#### MULTIATTACK

At 14th level chose one of the following three features:

**Guns Akimbo.** When you take the Attack action and attack with a firearm that you're holding in one hand, you can use a bonus action to attack with a different firearm that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

**Slugger.** When you use the attack action to attack with a one-handed melee weapon, you can use a bonus action to attack with a loaded firearm with the light property that you are holding in the other hand. Being within 5 feet of a hostile creature doesn't impose disadvantage on the bonus attack as long as both attacks are made against the same target.

**Rapid Fire.** When you use the attack action to attack with a firearm that has the two-handed property, you can use a



Massacre cannon  
by WarGodDarkWolf

bonus action to make a second attack with the same firearm. The second attack may be made against the same target as the first attack or against another target that is within 10 feet of the first target. The firearm must be loaded with at least 2 pieces of ammunition since both the initial attack action and bonus action consume ammunition.

## TECHNOMANCY

A technomancer understands that magic is merely a form of science that has not yet been completely understood. Technomancers commit themselves to the study of both magic and technology and seek to integrate the two into a potent whole.

#### BONUS PROFICIENCIES

Beginning at 3rd level, you gain proficiency in the *arcana* skill if you do not already have such proficiency.

#### BONUS SCHEMATICS KNOWN

When you reach 3rd level you learn 2 extra Schematics Known in addition to the number shown on the engineer table. You may choose an additional two bonus Schematics Known when you reach 7th level (+4 Schematics Known), 10th level (+6 Schematics Known) and again at 14th level (+8 Schematics Known). These schematics must be of a level that you can equip.

#### TECHNO MAGIC

When you reach 3rd level, you augment your technological expertise with the ability to cast wizard spells. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and chapter 11 for the wizard spell list.

Technomancers focus their magical study on two different schools of magic: *Divination* and *Transmutation*. *Divination* spells allow the technomancer to find objects and information through arcane means in addition to using more conventional methods of study; while *transmutation* spells allow them to change the state and nature of materials. Technomancers learn a relatively small number of spells, which they commit to memory rather than writing them down in a spell book.

**Cantrips.** You learn two cantrips of your choice from the wizard spell list. You learn an additional wizard cantrip of your choice at 10th level.

**Spell slots.** The technomancer spellcasting table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your wizard spells of 1st level or higher, you must expend a spell slot. You regain all your expended technomancer spell slots when you finish a short or long rest.

For example, when you are 7th level, you have two 2nd-level spell slots. To cast the 1st-level spell *Identify*, you must spend one of those slots, and you cast it as a 2nd-level spell.

**Spells Known of 1st-Level and Higher.** At 3rd level, you know two 1st-level wizard spells of your choice, one of which



you must choose from either the divination and transmutation spells on the wizard spell list. The other can come from any school of magic.

The Spells Known column of the technomancer spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be a divination or transmutation spell of your choice, and must be of a level no higher than what is shown in the table's Slot Level column for your level. For instance, when you reach 8th level as a technomancer, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level as an engineer, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level no higher than what is shown in the table's Slot Level column for your level, and it must be a divination or transmutation spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Technomancer Engineer Spellcasting				
Engineer Level	Cantrips Known	Spells Known	Spell Slots	Slot Level
3rd	2	2	1	1st
4th	2	3	2	1st
5th	2	3	2	1st
6th	2	4	2	1st
7th	2	4	2	2nd
8th	2	5	2	2nd
9th	2	5	2	2nd
10th	3	6	2	2nd
11th	3	6	2	2nd
12th	3	7	2	2nd
13th	3	7	3	3rd
14th	3	8	3	3rd
15th	3	8	3	3rd
16th	3	9	3	3rd
17th	3	9	3	3rd
18th	3	10	3	3rd
19th	3	10	4	4th
20th	3	11	4	4th

**Spellcasting Ability.** Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability.

$$\text{Spell save DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$$

In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

$$\text{Spell attack modifier} = \text{your proficiency bonus} + \text{your Intelligence modifier}$$

### MANA BATTERY

At 3rd level you gain the ability to channel your magic directly into your devices, expending one of your spell slots to recover the use of an activated effect of a gadget that would normally require a short or long rest to recharge. The level of the spell slot expended determines the complexity of the gadget that you

can recharge. A 1st level spell can recharge a trivial complexity gadget, a 2nd level slot can recharge a simple or lower complexity gadget, a 3rd level spell slot can recharge a gadget of advanced or lower complexity, and a 4th level or higher spell slot can recharge the activated effect on a gadget of any complexity level.

If you have another class with the Spellcasting or Pact Magic features, you can expend a spell slot from any of your classes to recharge a gadget, not just spell slots gained from your technomancer sub-discipline.

### CLOCKWORK COMPANION

When you reach 7th level you gain the ability to build a mechanical clockwork companion. Creating the clockwork requires 4 hours of time and costs 150 gp in raw materials. You must choose one of the two features listed below, which determine the form and function of the clockwork.

The clockwork has the statistics of the chosen form, though it has the creature type construct instead of its normal type. Additionally, if the beast your clockwork emulates has an Intelligence score of 5 or less, its Intelligence becomes 6 instead, and it gains the ability to understand one language of your choice that you speak. The clockwork doesn't require air to breathe, food, drink, or sleep and is immune to the effects of both poison and disease.

While your clockwork companion is within one mile of you, you can issue commands to it via a wireless communications link. Activating this link requires you to use an object interaction.

If the clockwork drops to 0 hit points it ceases to function. However, it can be repaired. Repairing a broken clockwork companion takes 2 hours and costs 50 gp in raw material.

*Gnomo chaman tecnomante by Brolo*







Clockwork Horse by indigowarrior

**Clockwork Familiar.** Your clockwork takes the form of a small animal that acts as your familiar. The clockwork can be in the form of any small beast such as a bat, cat, crab, frog, hawk, lizard, owl, rat, raven, snake, spider, or weasel. Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. The clockwork familiar can't attack, but it can take other actions as normal. Additionally, when you take the attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own.

When you activate the wireless link to communicate with your familiar, if you are within 100 feet of your familiar, you can choose to see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses. While perceiving through your clockwork familiar's senses, you can also speak through your familiar in your own voice, even if your familiar is normally incapable of speech. You can end this link early by taking a bonus action on your own turn.

When you cast a spell that has a range of touch, your clockwork familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

You can use an object interaction to temporarily power off your clockwork familiar. The clockwork folds up into a 6 inch cube which weighs 1 pound, allowing it to be easily carried with you. The clockwork familiar can be reactivated by using another object interaction.

You can only have one clockwork familiar at a time, but you can dismantle your existing clockwork and rebuild it in a different form. Rebuilding a clockwork familiar takes 1 hour.

**Clockwork Steed.** Your clockwork takes the form of a riding horse, pony, camel, elk, mastiff or other 4-legged riding beast. Your steed serves you as a mount, both in combat and out. As an intelligent mount, your clockwork can either act independently of you or be controlled by you during combat. However, your steed always obeys your commands, even when acting independently of you. While mounted on your clockwork steed, any gadget effect that you control which would normally only affect you also affects your steed as well.

You can't have more than one clockwork steed at a time, but you can dismantle your existing steed and rebuild it in a different form. Rebuilding a clockwork steed takes 2 hours.

#### CLOCKWORK ENHANCEMENT

Starting at 10th level you can forgo your action to have your clockwork companion cast one of the following spells, which vary depending on whether you chose the Clockwork Familiar or Clockwork Steed option at 7th level. If you chose the Clockwork Familiar option your clockwork can cast *Fireball*, *Hypnotic Pattern*, or *Major Image*. If you chose the Clockwork Steed option, your clockwork can cast *Fear*, *Fly*, or *Haste*.

These spells are cast as 3rd-level spells. For purposes of range and sight, the spell is treated as if it had been cast by your clockwork. However, any saving throw DC is determined as though you had cast the spell yourself. If the spell requires concentration, you must maintain concentration as though you had cast the spell yourself. Once used, this ability cannot be used again until you have completed a long rest. You cannot recover the use of this ability by using your mana battery class feature.

#### USE MAGIC DEVICE

By 14th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.



Clockwork Spider by IkazuDasWhale



Clockwork Cat by ArtLair



Clockwork Owl by cloud-phox



# Engineer Gadgets

## TRIVIAL COMPLEXITY

A/V Recorder  
Antitheft Device  
Battering Fists  
Boomerang Weapon  
Breathalyzer  
Chain Whip  
Clockwork Messenger  
Crossbow Autoloader  
Entropy Reducer  
Extradimensional Toolbox  
Fire Extinguisher  
Flaregun  
Flotation Device  
Grappling Gun  
Gnomish Militia Tool  
Headlamp  
Laser Pointer  
Mechanical Parasol  
Power Punch  
Rearview Mirror  
Retractable Bayonet  
Retractable Ice Skates  
Retractable Stilts  
Spring-Loaded Scabbard  
Spy Bug  
Treasure Detector  
Water Condenser  
Weapon Flinger  
Writing Pen

## SIMPLE COMPLEXITY

3D Sunglasses  
Antigravity Gloves  
Blacklight  
Bladed Boots  
Chameleon Cloak  
Concealed Carry  
Defibrillator  
Discombobulation Ray  
Electromagnetic Grabber  
Firestarter  
Food Irradiator  
Glue Gun  
Gunshot Suppressor  
Guided Munitions  
Gyro Stabilizer  
Healing Infusion  
Hearing Booster  
Implanted Tracking Device  
Inertial Dampener  
Lie-Detecting Compass  
Mechanical Fan  
Memory Eraser  
Metabolism Infusion  
Net Launcher  
Neuro-Suggestive Parchment  
Night Vision Goggles  
Oil Slick Boots  
Parachute Cloak  
Paranormal Scanner  
Pop-Up Shield  
Powered Armor  
Protoplaser  
Proximity Detector  
Rebreather  
Recovery Field

Retractable Flippers  
Smokescreen Emitter  
Sonic Beam Module  
Sound Dampener  
Steam Spray  
Taser Gloves  
Tranquilizer Timepiece  
Universal Translator  
Weapon Reach Extender  
Webshooter  
Wrist Rockets

## ADVANCED COMPLEXITY

Adrenaline Infusion  
Adaptive Armor  
Ammunition Clip  
Antigravity Boots  
Automated Defense Turret  
Ballistic Rounds  
Chainsaw Sword  
Clockwork Trap  
Electronic Eye  
Ghost Anchor  
Grenade Launcher  
Holographic Disguise  
Inflatable Shoes  
Life Form Scanner  
Lightning Gun  
Mass Protoplaser  
Particle Accelerator  
Personal Glider  
Personal Sonar  
Positive Energy Projector  
Proton Beam  
Reset Button  
Spell Nullifier  
Spring Boots  
Spyglass Eyeglass  
Stim Infusion  
Suction Cup Climbers  
Targeting Scope  
Thought Projector  
Tinfoil Hat  
Transmogrifying Ray  
Weather Rocket  
Wheeled Heels

## INTRICATE COMPLEXITY

Advanced Opti-Visor  
Banish Ray  
Disintegration Ray  
Full Auto Conversion  
Invisibility Generator  
Jetpack  
Mind Control Hat  
Mining Drill  
Nanobot Infusion  
Personal Forcefield  
Personal Teleporter  
Quake Machine  
Regeneration Ray  
Sparkgap's Coil  
Time-Dilation Zone

# Gadget Descriptions

The gadgets are presented in alphabetical order.

## 3D SUNGLASSES

*Simple complexity gadget schematic*

**Equipment Type:** Eyewear

**Activation Type:** Continuous (+1 reaction, special)

With this gadget equipped, both you and creatures and objects that you are trying to perceive which are greater than 10 feet away from you, are shielded from the visual effects of direct sunlight.

**Retinal Shield.** With this gadget equipped, you can use your reaction to activate this effect whenever you have to make a saving throw versus an effect that could blind you. If you do, you have advantage on the saving throw. After being used this effect must be reset and you cannot use it again until you complete a short or a long rest.

## A/V RECORDER

*Trivial complexity gadget schematic*

**Equipment Type:** Eyewear

**Activation Type:** 1 object interaction

This gadget allows you to record sound and/or visual images of objects that you can see and hear within 60 feet of you. You can begin recording by taking an object interaction to activate the gadget and you can take a second object interaction to stop the recording. When you activate the recorder, you can choose to record sound only, images only, or both images and sound. Messages of up to 1 minute in length can be recorded and stored recordings can be played back by taking an object interaction.

## ADAPTIVE ARMOR

*Advanced complexity gadget schematic*

**Equipment Type:** Armor

**Activation Type:** 1 reaction

With this gadget equipped, you can use your reaction to activate it whenever you are targeted by an attack, spell, or effect that deals acid, cold, fire, lightning, or thunder damage. Until the end of your next turn, you gain resistance to damage of the same type as the attack. Once used this gadget must be recharged and cannot be used again until you complete a short or a long rest.

## ADRENALINE INFUSION

*Advanced complexity gadget schematic*

**Equipment Type:** Armor

**Activation Type:** 1 object interaction

When this gadget is equipped, you can use an object interaction to activate it. During the same turn that the device is activated, you can take one additional action on top of your regular action and a possible bonus action. This additional action can be used to take any action except the attack action. Once you have used this gadget, its effect must be recharged and cannot be used again until you complete a short or long rest.



## ADVANCED OPTI-VISOR

*Intricate complexity gadget schematic*

**Equipment Type:** Eyewear

**Activation Type:** 1 object interaction

You may take an object interaction to activate this gadget. For the next five minutes you have Truesight, you notice hidden and secret doors, and you can see into the border region of the Ethereal Plane, all out to a range of 120 feet. Once this effect has been used, the gadget must be recharged and cannot be used again until you have completed a short or long rest.

## AMMUNITION CLIP

*Advanced complexity gadget schematic*

**Equipment Type:** Weapon (a firearm with the reload trait)

**Activation Type:** Continuous

When this gadget is equipped, the firearm that the gadget is integrated with can hold additional ammunition, allowing the weapon to fire more shots before needing to be reloaded. The firearm gets an additional +10 shots added to its reload trait.

## ANTIGRAVITY GLOVES

*Simple complexity gadget schematic*

**Equipment Type:** Gloves

**Activation Type:** 1 object interaction

When this gadget is equipped, you can take an object interaction to activate it. Your push/drag/lift capacity is doubled for the next 5 minutes. Once used, the gadget must be recharged and this effect cannot be used again until you finish a short or long rest.

## ANTIGRAVITY BOOTS

*Advanced complexity gadget schematic*

**Equipment Type:** Boots

**Activation Type:** 1 object interaction

When this gadget is equipped, you can take an object interaction to activate it. For the next 3 minutes you can float above the ground as if immune to the effects of gravity. You can change your altitude up or down when moving, up to a maximum of 20 feet above the ground. Walking while floating above the ground is very difficult and costs 2 feet of movement for every 1 foot you move. When the effect ends you float gently to the ground if you are still aloft. Once you have used this gadget, its effect must be recharged and cannot be used again until you complete a short or long rest.

## ANTITHEFT DEVICE

*Trivial complexity gadget schematic*

**Equipment Type:** Tool belt

**Activation Type:** Continuous

When this gadget is equipped, other creatures have disadvantage on any Dexterity (Sleight of Hand) checks that they make in an attempt to steal objects that are in your possession. Additionally, you automatically know when a failed attempt to pick your pockets has been made.

## AUTOMATED DEFENSE TURRET

*Advanced complexity gadget schematic*

**Equipment Type:** Weapon (a bow, crossbow or firearm)

**Activation Type:** 1 action

When this gadget is equipped you can take an action to setup and activate an automated turret which uses the weapon that this gadget is integrated into. You must place the turret in an unoccupied 5 foot space within 10 feet of you. The turret has a speed of 0, AC 10, 10 hit points, and is immune to psychic damage. When you deploy the turret, you load it with up to 10 pieces of ammunition from your inventory.

At the end of each of your turns, the turret automatically targets the nearest enemy creature and makes an attack action against that creature. Each shot the turret fires consumes one of the pieces of ammunition that the turret is loaded with. The range of the turret's attack is the same as the weapon that the turret is integrated with. When the turret attacks it adds both your proficiency bonus and your Intelligence bonus to the attack roll. If the attack hits, the turret deals damage equal to the damage dice for the weapon that the turret is integrated into plus your Intelligence bonus.

The turret fires the weapon each round as long as there is a valid target within range. The turret functions for ten minutes or until the weapon it is integrated with runs out of ammunition or it is reduced to zero hit points. You can also use an object interaction to power the turret down early.

When you reach 11th level, the AC of the turret increases by 3 (AC 13) and its hit points increase by an additional 10 (20 hit points). The AC and hit points increase again when you reach 17th level (AC 16, 30 hit points).

Once you have used this gadget, its effect must be reset and cannot be used again until you complete a short or long rest.

## BALLISTIC ROUNDS

*Advanced complexity gadget schematic*

**Equipment Type:** Weapon (a bow, crossbow or firearm)

**Activation Type:** Continuous

This gadget increases the velocity of shots fired by the weapon it is attached to. When you hit with an attack using this weapon you roll the weapon's damage dice twice. The weapon deals damage equal to the higher of the two rolls.

## BANISH RAY

*Intricate complexity gadget schematic*

**Equipment Type:** Gloves

**Activation Type:** 1 action

When this gadget is equipped, you can use an action to shoot a ray of energy at a target creature you can see within 50 feet of you. The target must succeed on a Charisma saving throw or be temporarily banished to a pocket dimension. While banished, the creature is incapacitated. At the beginning of each of its turns, the target may make another saving throw versus Charisma. If the save fails, the creature remains banished. The effect ends if the target succeeds on a saving throw to resist the effect or at the end of their third turn after they are banished. When the effect ends the target reappears in the space that it left or in the nearest unoccupied space if that space is occupied. Once you have used this gadget, its effect must be recharged and cannot be used again until you complete a short or long rest.



## BATTERING FISTS

*Trivial complexity gadget schematic*

**Equipment Type:** Gloves

**Activation Type:** Continuous

When this gadget is equipped, you get a +2 bonus on any checks to force open a stuck, locked, or barred door. This bonus increases by an additional +2 when you reach 5th level (+4). Starting at 11th level you also have advantage on these checks.

## BLACKLIGHT

*Simple complexity gadget schematic*

**Equipment Type:** Tool belt

**Activation Type:** 1 object interaction

When you take an object interaction to activate it, this gadget casts a low intensity, violet colored light in a 5 foot cone in whatever direction you are facing. The light makes objects appear sharper and makes visible searches easier. You have advantage on Intelligence (Investigation) checks that rely on sight while searching an area or studying an object that is illuminated by this light. The light lasts for 1 minute or until you switch it off by taking an object interaction. Once used, this gadget must be recharged and you cannot use it again until you complete either a short or long rest.

## BLADED BOOTS

*Simple complexity gadget schematic*

**Equipment Type:** Footwear

**Activation Type:** 1 object interaction + 1 attack action

When this gadget is equipped, you can use an object interaction in conjunction with an attack action to attempt to hobble an opponent using a spring-loaded blade hidden in your boots. Make a melee attack roll against a creature within 5 feet of you. You add your Dexterity modifier and proficiency bonus to this roll. If the attack hits, it deals 1d4 piercing damage and the target's speed is reduced by -10 feet until it regains hit points equal to the amount of damage dealt by this attack. The damage done by this attack increases by an additional 1d4 when you reach 11th level (2d4), and 17th level (3d4). Once used, the gadget must be reset and cannot be used again until you complete a short or long rest.

## BOOMERANG WEAPON

*Trivial complexity gadget schematic*

**Equipment Type:** Weapon (any thrown)

**Activation Type:** Continuous

Whenever you make a thrown attack with the weapon that this gadget is integrated with, that weapon automatically returns to your hand at the end of your turn.

## BREATHALYZER

*Trivial complexity gadget schematic*

**Equipment Type:** Tool belt

**Activation Type:** 1 action

You can use this gadget to identify a type of poison or disease that is affecting a creature. The afflicted creature must make an

object interaction to breathe into the gadget. After 1d4 rounds of analysis, the gadget will indicate the type of disease or poison or the type of creature that produced the venom.

**Synthesize Antidote.** After analyzing the breath of an infected creature, you can take an action to synthesize an antidote or antitoxin against that poison or disease. Once begun, it takes the gadget 1d4 rounds to create the antidote. Drinking the antidote gives the infected creature advantage on their next saving throw versus the same disease or poison. Only the creature which provided the breath sample can benefit from drinking the antidote. Once used, the effect must be recharged and cannot be used again until you finish a short or long rest.

## CHAIN WHIP

*Trivial complexity gadget schematic*

**Equipment Type:** Tool belt

**Activation Type:** 1 object interaction

When you take an object interaction to activate this gadget, a whip made out of a chain of interlocked metal teeth unfurls from your tool belt. The whip counts as a simple melee weapon which deals 1d8 slashing damage and has the reach and finesse traits. If you hit a creature of size large or smaller with this weapon, you can choose to pull the creature up to 10 feet closer to you. You can take a second object interaction to retract this gadget back into your tool belt.

## CHAINSAW SWORD

*Advanced complexity gadget schematic*

**Equipment Type:** Weapon (any bladed weapon that deals slashing damage)

**Activation Type:** Continuous

When this gadget is equipped, the weapon it is integrated into is outfitted with motorized teeth that increase the sharpness of the blade. Whenever you score a critical hit against an opponent with this weapon, you can roll one additional weapon damage die for determining the extra damage done by the attack. This bonus increases to two additional damage dice when you reach 17th level.

## CHAMELEON CLOAK

*Simple complexity gadget schematic*

**Equipment Type:** Cloak

**Activation Type:** 1 object interaction

When you take an object interaction to activate this gadget, your cloak begins to change color to match your environment. For the next three minutes you have advantage on all Dexterity (Stealth) checks and you gain an additional +10 bonus to Dexterity (Stealth) checks as long as you remain motionless without moving or taking actions. Once used, the gadget must be recharged and this effect cannot be used again until you complete a short or long rest.

*Magic Missile by succubusog*





## CLOCKWORK MESSENGER

*Trivial complexity gadget schematic*

**Equipment Type:** Tool belt

**Activation Type:** 1 action

You can take an action to activate this gadget, which takes the form of a tiny mechanical beast with that can fly, such as a bat, bird or dragonfly. You specify a location which you have visited and the general description of a person (example: “an old man in a tall, pointed hat with a long white beard and bushy eyebrows”). You also speak a message of up to twenty-five words. The clockwork beast travels for up to 24 hours toward the specified location, covering about 2 miles per hour. When the clockwork messenger arrives, it delivers your message to the person that you described, perfectly replicating the sound of your voice. The messenger delivers the message only to a creature matching the description you gave. After delivering the message, or if the clockwork messenger is unable to locate the intended recipient after 24 hours, the clockwork creature is destroyed. Once used, you cannot use this gadget again until you build another clockwork creature during a short or long rest.

## CLOCKWORK TRAP

*Advanced complexity gadget schematic*

**Equipment Type:** Tool belt

**Activation Type:** 1 action

This gadget allows you to take an action to place a prebuilt, mechanical trap on the ground in an unoccupied location that is within 10 feet of you.

When you place the trap you must chose both a damage type for the trap and a trigger mechanism for the trap. You can choose acid, bludgeoning, cold, fire, force, lightning, necrotic, piercing, poison, radiant, slashing or thunder damage. The available trigger mechanisms are shown below.

### Trigger Mechanism

Trigger	Description
Location	a 5x5 foot area within 20 feet of the trap
Proximity	a 15x15 foot sphere around the trap
Timer	a number of minutes between 1 and 60

The trap becomes active at the beginning of your second turn after it is placed and remains in place and active until it is triggered or disarmed or until you take an object interaction to remotely disable it. When the trap is triggered, it deals 2d10 damage of the chosen type to everything in a 30 foot sphere around the point where it was placed. The damage done by the trap increases by an additional 1d10 (3d10 total) when you reach 11th level and again at 17th level (4d10 total).

Creatures that take damage from the trap must succeed on a Dexterity saving throw or suffer a secondary effect. The secondary effect varies depending on what damage type the trap deals.



*Marine Sharpshooter by CrimsonMagpie*

## Trap Secondary Effects

Damage Type	Description
Acid	Deals 1d10 additional damage at the beginning of each affected creature's turn. Affected creatures may take an action to wash off the acid and stop the reoccurring damage.
Bludgeoning	Deals twice the normal damage dice.
Cold	Affected creatures have their movement speed reduced by half until the end of their next turn.
Fire	The trap ignites any flammable objects in the area that aren't being worn or carried. Thick, black smoke fills a 15 foot sphere around trap. The smoke blocks line-of-sight and anything inside of this area is heavily obscured. This smoke lasts for 1d4 rounds unless dispersed by a moderate or greater speed wind.
Force	Affected creatures are pushed 10 feet away from the trap and knocked prone.
Lightning	Affected creatures are incapacitated until the end of their next turn.
Necrotic	Deals 1d10 additional damage at the beginning of each affected creature's turn. Affected creatures may make a Constitution saving throw at the end of each of their turns to end the reoccurring damage.
Piercing	Affected creatures are deafened until the end of their next turn.
Poison	Affected creatures are poisoned. They may make a Constitution saving throw at the end of each of their turns to end the effect.
Radiant	Affected creatures are blinded until the end of their next turn.
Slashing	Deals twice the normal damage dice.
Thunder	Affected creatures are stunned until the end of their next turn.

You can place another trap after building a new one during a short or long rest. However, you can have only one active clockwork trap at any one time.

## CONCEALED CARRY

*Simple complexity gadget schematic*

**Equipment Type:** Weapon (a light melee weapon, hand crossbow, or firearm without the two-handed property.)

**Activation Type:** Continuous

When this gadget is equipped, the weapon that this gadget is integrated into becomes easier to hide. You get a +2 bonus and have advantage on Dexterity (Sleight of Hand) checks to prevent the weapon from being found during any search of your person. If the weapon requires ammunition, up to three extra pieces of ammo can be hidden with the weapon as well.

## CROSSBOW AUTOLOADER

*Trivial complexity gadget schematic*

**Equipment Type:** Weapon (a crossbow with the loading trait)

**Activation Type:** Continuous

While this gadget is equipped the weapon it is integrated into gains the Reload (6) trait instead of the loading trait.



## DEFIBRILLATOR

*Simple complexity gadget schematic*

**Equipment Type:** Gloves

**Activation Type:** 1 object interaction

When you take an object interaction to activate this gadget, you can target an unconscious, dying creature within 10 feet. That creature regains 1 hit point. Once used, the gadget must be recharged and cannot be used again until you complete a short or long rest.

## DISCOMBOBULATION RAY

*Simple complexity gadget schematic*

**Equipment Type:** Gloves

**Activation Type:** 1 action

When this gadget is equipped, you can use an action to shoot a ray of energy at a target you can see within 50 feet of you. This ray assaults and twists the creature's mind, spawning delusions and provoking uncontrolled action. The target must roll a Wisdom saving throw. If it succeeds, the ray has no effect. If it fails the saving throw, the target can't take reactions and must roll 1d10 at the start of each of its turns to determine its behavior for that turn.

d10	Action
1-2	The creature babbles incoherently but doesn't move and takes no further action this turn.
3-4	The creature takes the dash action and uses all of its movement to flee directly away from the engineer that activated this effect.
5-6	The creature uses all of its movement to move in a random direction. It takes no further action during this turn.
7-8	The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
9	The creature uses its movement to close the distance between it self and the engineer that activated this effect. It then takes an action to make an attack against the engineer, making a melee attack if the engineer is within its reach or a ranged attack otherwise.
10	The creature can act and move normally.

At the end of each of its turns, the affected creature can make another Wisdom saving throw. The effect ends if the target succeeds on the saving throw or at the end of their third turn after they are targeted by this effect. Once you have used this gadget, its effect must be recharged and cannot be used again until you complete a short or long rest.

## DISINTEGRATION RAY

*Intricate complexity gadget schematic*

**Equipment Type:** Gloves

**Activation Type:** 1 action

When this gadget is equipped, you can use an action to shoot a powerful beam of force out of your gloves toward a target within 60 feet of you. The target can be a creature, an object, or a creation of magical force.

The target must make a Dexterity saving throw. If the saving

throw succeeds, the gadget has no effect. If the saving throw fails, the target takes 5d10 + 20 force damage. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a true resurrection or a wish spell.

This effect automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this effect disintegrates a 10-foot-cube portion of it. Magic items are unaffected.

Once this effect has been used, the gadget must be recharged and cannot be used again until you have completed a short or long rest.

## ELECTROMAGNETIC GRABBER

*Simple complexity gadget schematic*

**Equipment Type:** Gloves

**Activation Type:** 1 action

When this gadget is equipped, you can take an action to target a creature within 30 feet of you that is wielding a weapon or holding an object made of metal that weighs 5 pounds or less. The target must make a Strength saving throw. On a failed save, they drop the object, which flies through the air and into your hands. Once used, the effect must be recharged and cannot be used again until you complete a short or long rest.

## ELECTRONIC EYE

*Advanced complexity gadget schematic*

**Equipment Type:** Eyewear

**Activation Type:** 1 action

You can activate this gadget by taking an action. Chose a location you have seen before or a particular creature that you are familiar with which is on the same plane of existence as you. If the target is a creature, the target must make a Wisdom saving throw. If the saving throw succeeds the effect fails and you cannot use this gadget to target the same creature again for 24 hours. If the saving throw is failed, the gadget creates an invisible scrying sensor that allows you to see and hear as though you were standing 10 feet away from your target. The sensor moves with your target. A creature that can see invisible objects sees the sensor as a luminous orb about the size of your fist. While observing your target through the sensor, you are deaf and blind with regard to your own senses. The effect lasts for 10 minutes or until you chose to end it by taking another object interaction. Once used, the effect must be recharged and cannot be used again until you complete a short or long rest.

## ENTROPY REDUCER

*Trivial complexity gadget schematic*

**Equipment Type:** Headgear

**Activation Type:** 1 reaction

Whenever you roll a 1 on an attack roll, ability, check, or saving throw with this gadget equipped, you can use your reaction to activate it. If you do, reroll the die. You must use the new roll. Once used, this effect must be recharged and cannot be used again until you complete a short or long rest.



## EXTRADIMENSIONAL TOOLBOX

*Trivial complexity gadget schematic*

**Equipment Type:** Container (a backpack, sack or pouch)

**Activation Type:** Continuous

This gadget creates an extradimensional space inside of a container such as a backpack or pouch. In addition to its normal carrying capacity, the container can hold an additional 7 pounds of items, not exceeding a total volume of ½ a cubic foot. The weight of items inside the extradimensional space is reduced to zero. The capacity of the extradimensional space increases by an additional 5 pounds and ½ a cubic foot at 5th level (12 pounds and 1 cubic foot) and again at 11th level (17 pounds and 1½ cubic feet) and 17th level (22 pounds and 2 cubic feet). Placing the container inside another extradimensional space, such as that created by a bag of holding, instantly destroys both items and opens a gate to the Astral Plane. The gate originates at the point where one item was placed inside the other. Any creature within 10-feet of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

## FIRE EXTINGUISHER

*Trivial complexity gadget schematic*

**Equipment Type:** Gloves

**Activation Type:** 1 action

As an action you spray fire retardant foam out of your gloves in a 15-foot cone. This foam extinguishes any uncovered, non-magical flames and sticks to any creatures in the affected area. Creatures covered in this foam have advantage on saving throws versus fire damage. The foam evaporates after 3 rounds. Once used, the gadget must be recharged and cannot be used again until you complete a short or long rest.

## FIRESTARTER

*Simple complexity gadget schematic*

**Equipment Type:** Gloves

**Activation Type:** 1 object interaction (1 action, special)

When you take an object interaction to activate this gadget, it produces a small flame, which you can use to light a candle, torch, or campfire.

**Hot Hands.** You take an action to shoot a sheet of flames out of your gloves. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 2d6 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. The damage dealt by the flames increases by 1d6 when you reach 11th level (3d6), and again when you reach 17th level (4d6). Once used, the gadget must be recharged and this effect cannot be used again until you complete a short or long rest.

## FLAREGUN

*Trivial complexity gadget schematic*

**Equipment Type:** Weapon (a bow, crossbow or firearm)

**Activation Type:** 1 object interaction + 1 attack action

When this gadget is equipped, you can use an object interaction in conjunction with an attack action using the weapon that this

gadget is integrated with to shoot a pyrotechnic flare into the air. The flare burns for 1 minute and can be used as a light source or for signaling someone across a distance. If used outdoors, the flare sheds dim light in a 120 foot radius and can be seen up to 3 miles away. Indoors the flare sheds bright light in a 30-foot radius and dim light for an additional 30 feet. If used to attack a creature, the flare deals 1d4 fire damage instead of the weapon's normal damage.

## FLOATATION DEVICE

*Trivial complexity gadget schematic*

**Equipment Type:** Tool belt

**Activation Type:** 1 object interaction

When you take an object interaction to activate this gadget, your tool belt becomes buoyant for one hour, allowing you to float on the surface of any calm body of liquid. You have advantage on all Strength (Athletics) checks to swim. If you activate this gadget while you are submerged in a liquid, the device carries you to the surface of the liquid at a rate of 60 feet per round. You can end this effect by taking a second object interaction. Once used, the gadget must be reset and can't be used again until you finish a short or long rest.

## FOOD IRRADIATOR

*Simple complexity gadget schematic*

**Equipment Type:** Gloves

**Activation Type:** 1 object interaction

When you take an object interaction to activate this gadget, all nonmagical food and drink within a 5-foot-radius sphere centered on you is purified and rendered free of poison and disease. Once used, the gadget must be recharged and this effect cannot be used again until you complete a short or long rest.

## FULL AUTO CONVERSION

*Intricate complexity gadget schematic*

**Equipment Type:** Weapon (a firearm with the Reload [10 or higher] trait)

**Activation Type:** 1 object interaction + 1 attack action

When this gadget is equipped, the firearm that the gadget is integrated into gains the Burst Fire property. You can use the weapon to take a normal attack action, or you can use an object interaction in conjunction with an attack action to spray a 10-foot-cube area within normal range with shots. Each creature in the area must succeed on a Dexterity saving throw or take the weapon's normal damage. This action consumes ten pieces of ammunition.

## GHOST ANCHOR

*Advanced complexity gadget schematic*

**Equipment Type:** Tool belt

**Activation Type:** 1 action

When you activate this gadget by taking an action, choose a spot within 30 feet of you that you can see. The gadget projects an invisible sphere of energy in a 60 foot radius around the chosen point. This energy sphere exists both on your current plane of existence and also extends into the border region of the



Ethereal Plane. If a creature inside of this sphere attempts to use any ability, cast any spell, or activate any magic item or other device which would cause it to enter the Ethereal plane, that spell or effect fails. A creature already in the Ethereal Plane that enters the energy sphere or ends its turn there must succeed on a Wisdom saving throw or be forced from the Ethereal into the overlapping plane of existence. The projected energy sphere lasts for 1 minute unless you take an object interaction to end it sooner. Once used, the gadget must be recharged and can't be used again until you finish a short or long rest.

### GLUE GUN

*Simple complexity gadget schematic*

**Equipment Type:** Weapon (a bow, crossbow or firearm)

**Activation Type:** 1 object interaction + 1 attack action

When this gadget is equipped, you can use an object interaction in conjunction with an attack action using the weapon that this gadget is integrated into to shoot a sticky ball of glue at your target. If the attack hits, the ball of glue splatters on the feet of your target, trapping them and covering the ground in a 10 foot radius around the spot where they are standing. The glue lasts for 30 minutes after which time it dries and crumbles to dust.

A creature that enters or ends their movement in an area covered by the glue must succeed on a Dexterity saving throw or become trapped by the glue. A creature trapped by the glue has its speed reduced to 0 as long as they remain stuck. As an action, a creature stuck by the glue can make a Strength saving throw to break free.

Once used, the gadget must be recharged and this effect cannot be used again until you complete a short or long rest.

### GNOMISH MILITIA TOOL

*Trivial complexity gadget schematic*

**Equipment Type:** Tool belt

**Activation Type:** 1 object interaction

This handheld gadget stores on your tool belt when you aren't using it. The gadget consists of numerous miniature tools which can be folded into or out of the body of the gadget by taking an object interaction. The tools available vary depending on the needs of the engineer that made it, but likely include tools such as an awl, can opener, chisel, corkscrew, file, fingernail clippers, fire striker, fish scaler, hook, knife, lock pick, magnifying glass, measuring spoon, muddler, pliers, ruler, scissors, screwdriver, spanner wrench, spatula, spork, thermometer, toothpick, tweezers, vegetable peeler, wire cutter, and a whistle, among others.

**Auxiliary Tools.** In a pinch, this gadget can be used in place of your tinker's tools or in place of any other artisan tools that you have proficiency in. Because of the small size and folding nature of the tools, any roll that you make using this gadget in place of proper full-sized tools is made with disadvantage.

Starting at 11th level this gadget no longer imposes disadvantage on rolls when using the gadget in place of your artisan's tools.



### GRAPPLING GUN

*Trivial complexity gadget schematic*

**Equipment Type:** Tool belt

**Activation Type:** 1 action + 1 object interaction

This gadget consists of a folding grappling hook connected to a 50 foot long cable hidden in a compartment on your tool belt. You may take an action to activate this gadget, causing the grappling hook to shoot upward, unspooling the cable behind it as it goes. You can take an object interaction to activate a winch which winds the cable back into your belt. If the grappling hook has been set, the winch will pull you and up to 200 pounds of equipment you are carrying upwards toward the grappling hook at a rate of 25 feet per round.

### GRENADE LAUNCHER

*Advanced complexity gadget schematic*

**Equipment Type:** Gloves

**Activation Type:** Continuous

When you make an attack using a ticker bomb with this gadget equipped, the range of the attack is increased to 40/120.

### GUIDED MUNITIONS

*Simple complexity gadget schematic*

**Equipment Type:** Weapon (a bow, crossbow or firearm)

**Activation Type:** 1 object interaction + 1 attack action

You may take an object interaction in conjunction with an attack action to activate this gadget. Make an attack roll with the weapon that this gadget is integrated into. The attack can be made against a target that you do not have direct line of sight to as long as the target is within the weapon's range. This attack ignores the effects of cover. Once used, this gadget must be reset and cannot be used again until you complete either a short or a long rest.

### GUNSHOT SUPPRESSOR

*Simple complexity gadget schematic*

**Equipment Type:** Weapon (any firearm)

**Activation Type:** Continuous

When attached to a firearm weapon, this gadget greatly reduces the amount of noise that the weapon makes when you fire it. Attacking with the firearm this gadget is integrated into no longer automatically gives away your position.

### GYRO STABILIZER

*Simple complexity gadget schematic*

**Equipment Type:** Tool belt

**Activation Type:** 1 object interaction

When you take an object interaction to activate this gadget, for the next 3 minutes you have advantage on Dexterity (Acrobatic) checks to avoid falling. Once used, the effect must be reset and cannot be used again until you complete a short or long rest.



## HEADLAMP

*Trivial complexity gadget schematic*

**Equipment Type:** Headgear

**Activation Type:** 1 object interaction

This gadget casts a bright light in a 30 foot cone and a dim light for an additional 30 feet in whatever direction you are facing. The light emits no heat and requires no fuel source. The light can be switched on or off by taking an object interaction.

## HEALING INFUSION

*Simple complexity gadget schematic*

**Equipment Type:** Armor

**Activation Type:** 1 action (1 reaction, special)

When you use an action to activate this gadget you regain a number of hit points equal to 1d8 + your Intelligence modifier. The amount healed increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8). Once used, the gadget must be reset and cannot be used again until you complete a short or long rest.

**Self Defense.** When you are damaged by a single attack or effect that deals more than one-quarter of your hit point total, you can use your reaction to activate your healing infusion. You regain a number of hit points equal to 1d4 + your Intelligence modifier. The amount healed increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4). Once used, the gadget must be reset and cannot be used again until you complete a short or long rest.

## HEARING BOOSTER

*Simple complexity gadget schematic*

**Equipment Type:** Headgear

**Activation Type:** Continuous

While this gadget is equipped you have advantage on Wisdom (Perception) checks that rely on hearing.

## HOLOGRAPHIC DISGUISE

*Advanced complexity gadget schematic*

**Equipment Type:** Tool belt

**Activation Type:** Continuous

When you activate this gadget by taking an object interaction, it projects a three dimensional holographic image around you, making you—including your clothing, armor, weapons, and other belongings on your person—look different. You can seem up to 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the disguise is up to you: you might use the hologram to add or change a minor feature, make yourself appear to be wearing different clothing, or to look like a completely different person.

The changes wrought by this gadget fail to hold up to physical inspection. For example, if you use the hologram to add a hat to your outfit, objects pass through the hat, and anyone who attempts to touch the hat would feel nothing or would feel your head and hair. If you use this gadget to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you are disguised, a creature can use its

action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your gadget save DC.

The disguise lasts for 10 minutes or until you take an object interaction to cancel it. Once use, the gadget must be recharged and cannot be used again until you complete a short or a long rest.

## IMPLANTED TRACKING DEVICE

*Simple complexity gadget schematic*

**Equipment Type:** Tool belt

**Activation Type:** 1 object interaction + 1 attack action

When this gadget is equipped, you can use an object interaction in conjunction with an attack action to fire a spring-loaded dart at a target you can see within 30 feet of you. You add your proficiency bonus and Dexterity modifier to the attack roll. If the attack hits, the target takes 1d4 piercing damage and the dart implants a mechanical tracking device under the target's skin. As long as the tracking device remains functional, you know which direction and approximately how far away from you the target is, up to a maximum range of 10 miles.

The tracking device functions for 24 hours or until you take an object interaction to deactivate it. The presence of the tracking device is not immediately noticeable to the target unless they have a passive perception score higher than your gadget saving throw DC. An intelligent creature that is aware of the presence of the tracking device can choose to cut it out from under their skin using a bladed weapon that deals piercing or slashing damage.

You can choose to fire another dart and implant a tracking device under the skin of a different creature after taking a short or a long rest. However, you can have only one active tracking device at any one time.

## INERTIAL DAMPENER

*Simple complexity gadget schematic*

**Equipment Type:** Footwear

**Activation Type:** 1 reaction

You can activate this gadget as a reaction whenever you are the target of an effect which would push, pull, slide, or otherwise cause you to move against your will. The inertial dampener allows you to reduce the amount of space you are moved by up to 10 feet. Beginning at 11th level, you can reduce the effect of forced movement by an additional 10 feet (20 feet total), and another additional 10 feet (30 feet total) at 17th level. Once used, this gadget must be recharged and cannot be used again until you complete a short or long rest.

## INFLATABLE SHOES

*Advanced complexity gadget schematic*

**Equipment Type:** Footwear

**Activation Type:** Continuous

When this gadget is equipped, you gain the ability to move across any liquid (water, quicksand, lava etc.) as if it were solid ground. If the liquid is harmful (such as acid or lava) you still take damage for coming into contact with it.



## INVISIBILITY GENERATOR

*Intricate complexity gadget schematic*

**Equipment Type:** Tool belt

**Activation Type:** 1 object interaction

When you use an object interaction to activate it, this gadget projects a light-bending sphere of energy in a 10 foot radius around you. The sphere renders you and all other creatures inside of it invisible to any creature that is outside of the sphere. Equipment that is worn or carried by a creature inside of the sphere is invisible as long as it is on the creature's person. The sphere and its effect moves when you move. The effect lasts for one minute or until you take a second object interaction to cancel it. Once used, the gadget must be recharged and cannot be used again until you complete a short or a long rest.

## JETPACK

*Intricate complexity gadget schematic*

**Equipment Type:** Cloak

**Activation Type:** 1 object interaction

When you take an object interaction to activate this gadget, for the next minute you gain a flying speed of 45 feet. If you are still airborne when this effect ends, you fall. Once used, the gadget must be reset and this effect cannot be used again until you complete a short or long rest.

## LASER POINTER

*Trivial complexity gadget schematic*

**Equipment Type:** Gloves

**Activation Type:** 1 object interaction (+1 action, special)

This gadget can be used to project a very intense point of light onto an object up to 120 feet away. The beam itself is invisible, except in very foggy or smoky conditions, and cannot be used as a light source. The projected point is bright and can be colored red, green, or blue depending on your choice. You can take an object interaction to toggle the beam on or off or to change the color.

**Burned Cornea.** You can take an action to overcharge the gadget, targeting the eyes of a creature that can see you within 30 feet. The target must make a Constitution saving throw or be blinded until the end of their next turn. Once this effect is used, the gadget must be recharged and this effect cannot be used again until you complete a short or long rest.

## LIE-DETECTING COMPASS

*Simple complexity gadget schematic*

**Equipment Type:** Headgear

**Activation Type:** Continuous (1 object interaction, special)

When this gadget is equipped, you always know which direction is north and what your approximate altitude or depth below ground is.

**Lodestone of Truth.** You may take an object interaction to activate this effect. For the next three minutes as long as you are looking at the gadget, you can perceive whether any creature who is speaking is intentionally lying or is telling the truth. Once this effect has been used, it must be recharged and it cannot be used again until you finish a short or long rest.

## LIFE FORM SCANNER

*Advanced complexity gadget schematic*

**Equipment Type:** Tool belt

**Activation Type:** 1 action

When this gadget is equipped you can use your action to scan for living beings in your vicinity. You can sense how many small or larger sized creatures are within 100 feet of you. You know the number of creatures, the creature size, and their approximate distance and direction from you, but no other information about them. Creatures with the type construct or undead cannot be detected this way. Once used, the gadget must be recharged and cannot be used again until you complete a short or long rest.

## LIGHTNING GUN

*Advanced complexity gadget schematic*

**Equipment Type:** Weapon (a bow, crossbow or firearm)

**Activation Type:** 1 object interaction + 1 attack action

When this gadget is equipped, you can use an object interaction in conjunction with an attack action using the weapon that this gadget is integrated with to shoot a bolt of lightning at a target. The target takes 6d6 lightning damage if the attack hits, or half as much damage on a miss, instead of the weapon's normal damage. Whether you hit or miss, each creature within 10 feet of the target must make a Dexterity saving throw. Each of these creatures takes 3d6 lightning damage on a failed save, or half as much damage on a successful one. Once used, the gadget must be recharged and this effect cannot be used again until you complete a short or long rest.

## MASS PROTOPLASER

*Advanced complexity gadget schematic*

**Equipment Type:** Gloves

**Activation Type:** 1 action

When you have this gadget equipped, you can activate it by taking an action. Chose up to three creatures you can see within 50 feet of you. Each targeted creature regains a number of hit points equal to 3d6 + your Intelligence modifier. The amount healed increases by 1d6 when you reach 11th level (4d6), and by an additional 2d6 at 17th level (6d6). This effect works on both living creatures and constructs, but has no effect on undead. Once used, the gadget must be reset and cannot be used again until you complete a short or long rest.

## MECHANICAL FAN

*Simple complexity gadget schematic*

**Equipment Type:** Tool belt

**Activation Type:** 1 action

When you take an action to activate this gadget, a strong wind gusts out of your tool belt in a direction of your choosing. The wind blows in a line 60 feet long and 10 feet wide. Each creature size Large or smaller that starts its turn in the line must succeed on a Strength saving throw or be pushed 10 feet away from you in a direction following the line. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you. A strong wind extinguishes open flames, and disperses gases and vapor. This effect lasts for one minute or until you take an object interaction to end it sooner. Once



used, the effect must be reset and cannot be used again until you complete a short or long rest.

### MECHANICAL PARASOL

*Trivial complexity gadget schematic*

**Equipment Type:** Tool belt

**Activation Type:** 1 object interaction

When you take an object interaction to activate this gadget, a water-resistant canopy unfolds above your head, shielding the area around you in a 10 foot radius from light rain and direct sunlight. You can retract the canopy by taking a second object interaction. This gadget cannot be used in strong wind.

### MEMORY ERASER

*Simple complexity gadget schematic*

**Equipment Type:** Tool belt

**Activation Type:** 1 action

When this gadget is equipped, you can take an action to activate it, targeting one creature who can see you within 30 feet of you. The targeted creature must make an Intelligence saving throw. If they succeed, they are immune to the effect of this gadget for the next 24 hours. If they fail to save, they permanently forget the events of the last minute. This gadget cannot be used in combat or against hostile creatures. Memories lost this way can be regained only through the use of a Lesser Restoration, Greater Restoration or similar magic. At 5th level you can target one additional creature when you use this gadget and creatures that fail their saving throw forget the events of one additional minute of time (2 creatures, 2 minutes). This increases again at 11th level (3 creatures, 3 minutes), and 17th level (4 creatures, 4 minutes). Once used this gadget must be recharged and cannot be used again until you complete a short or a long rest.

### METABOLISM INFUSION

*Simple complexity gadget schematic*

**Equipment Type:** Armor

**Activation Type:** Continuous (+1 object interaction, special)

When this gadget is equipped, you require half the normal amount of food and water to sustain yourself.

**Deep Sleep.** When you use an object interaction to activate this gadget, you fall into a cataleptic state that is indistinguishable from death. For the next 30 minutes, you appear dead to all outward inspection and to spells and other gadget effects used to determine your status. During this time you are blinded and incapacitated, and your speed drops to 0. While in this state, you also have resistance to all damage except psychic damage. If you are diseased or poisoned when you activate this effect, or become diseased or poisoned while under the effect, the disease and poison have no effect until the cataleptic state ends. Once used, this gadget must be recharged and you cannot activate this effect again until you complete a short or a long rest.

### MIND CONTROL HAT

*Intricate complexity gadget schematic*

**Equipment Type:** Headgear

**Activation Type:** 1 action (+1 action, special)

When you activate this gadget by taking an action, you attempt

to enforce your will upon a creature that you can see within 50 feet. The creature must succeed on a Wisdom saving throw or be charmed by you. If you or creatures that are friendly to you are fighting the target creature, it has advantage on the saving throw.

While the creature is charmed, you have a wireless telepathic link to the creature as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as “attack that creature,” “run over there,” or “fetch that object.” If the creature completes the order and doesn’t receive further direction from you, it defends and preserves itself to the best of its ability.

You can also use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn’t do anything that you don’t allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the mind control. If the saving throw succeeds, the effect ends.

The mind control lasts for one hour unless you chose to end it early by using an object interaction. You can attempt to control the mind of another creature after recharging the gadget during a short or long rest. However, you can only control the mind of one creature at any one time.

### MINING DRILL

*Intricate complexity gadget schematic*

**Equipment Type:** Gloves

**Activation Type:** 1 object interaction

When you take an object interaction to activate this gadget, you gain a burrowing speed of 15 feet which lasts until the end of the second turn after your current one. You leave a tunnel 5’ wide and as high as you are tall in your wake. Once used, the gadget must be recharged and this effect cannot be used again until you complete a short or long rest.

### NANOBOT INFUSION

*Intricate complexity gadget schematic*

**Equipment Type:** Armor

**Activation Type:** 1 action (1 reaction, special)

When you use an object interaction to activate this gadget you gain the following benefits:

- When the infusion is activated you regain a number of hit points equal to your Intelligence modifier.
- At the start of each of your turns, you regain 1 hit point.
- You have resistance to all types of damage except for psychic damage.
- You have advantage on all Constitution checks and Constitution saving throws.
- If you drop to 0 hit points while the infusion is active, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. The DC of this saving throw increases by 5 each time this effect is triggered after the first.

These effects last until the end of your third turn after the infusion is activated. Once used, the gadget must be recharged and cannot be used again until you finish a short or long rest.



## NET LAUNCHER

*Simple complexity gadget schematic*

**Equipment Type:** Weapon (a net)

**Activation Type:** 1 object interaction + 1 attack action

When this gadget is equipped, you can use an object interaction in conjunction with an attack action using the net that this gadget is integrated with. The range of the net attack is increased to 15/30. Once used, the effect must be reset and cannot be used again until you complete a short or long rest.

## NEURO-SUGGESTIVE PARCHMENT

*Simple complexity gadget schematic*

**Equipment Type:** Tool belt

**Activation Type:** 1 action

This gadget appears to be nothing more than a blank sheet of parchment inside of a sturdy leather wallet. However, it actually contains an embedded neuro-psyhic transmitter circuit. When this gadget is equipped, you can take an action to present the parchment to a creature that can see it within 10 feet of you. The target must make a Wisdom saving throw. If they succeed, they see the Neuro-Suggestive Parchment as it is – a plain blank sheet of paper, and the target is immune to the effect of this gadget for 24 hours afterwards. If they fail to save, they instead see an illusion which causes them to believe that the parchment contains credentials that establish you as a Very Important Person™. Your DM will determine exactly what form these credentials appear to take, but they often take a form which plays upon the inner anxiety of the viewer. For example, a corrupt city guardsman might see them as a writ from the mayor establishing you credentials as a special investigator.

You can target one additional creature when you use this gadget when you reach 5th level (2 targets), and an additional target each at 11th level (3 targets), and 17th level (4 targets).

The effect of this gadget last for 1 hour. Once used this gadget must be recharged and cannot be used again until you complete a short or a long rest.

## NIGHT VISION GOGGLES

*Simple complexity gadget schematic*

**Equipment Type:** Eyewear

**Activation Type:** Continuous (+ 1 object interaction, special)

While this gadget is equipped you have darkvision out to a range of 60 feet. If you already have darkvision, its range is increased by 15 feet.

**Electroscopic Sight.** When you use an object interaction to activate this gadget, for the next minute you gain the ability to see invisible creatures and objects as if they were visible. Once used, this effect must be recharged and cannot be used again until you complete a short or long rest.

## OIL SLICK BOOTS

*Simple complexity gadget schematic*

**Equipment Type:** Footwear

**Activation Type:** 1 object interaction

When you take an object interaction to activate this gadget, slippery oil shoots out of your footwear onto the ground in a 10 foot line behind you. The slick turns the affected area into

difficult terrain for one minute. When the oil is deployed, each creature standing in the slick must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone. Once used, the gadget must be reset and this effect cannot be used again until you complete a short or long rest.

## PARACHUTE CLOAK

*Simple complexity gadget schematic*

**Equipment Type:** Cloak

**Activation Type:** 1 reaction

With this gadget equipped, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your engineer level. Once used, the gadget must be reset and this effect cannot be used again until you complete a short or long rest.

## PARANORMAL SCANNER

*Simple complexity gadget schematic*

**Equipment Type:** Tool belt

**Activation Type:** 1 action

When this gadget is equipped you can use your action to scan for undead or fiendish beings in your vicinity. You can sense how many small or larger sized creatures with the type of undead or fiend are within 100 feet of you. You can sense nearby creatures either on your current plane of existence or in the border region of the Ethereal Plane. You know the number of creatures, the creature size, and their approximate distance and direction from you, but no other information about them. Once used, the gadget must be recharged and cannot be used again until you complete a short or long rest.

## PARTICLE ACCELERATOR

*Advanced complexity gadget schematic*

**Equipment Type:** Gloves

**Activation Type:** 1 object interaction

When you activate this gadget by taking an object interaction, the device accelerates your motor skills, allowing you to attack twice, instead of once, whenever you take the Attack action on your turn. If you already have the Extra Attack feature, then you take an additional attack on top of those already granted by this feature. This effect ends at the end of your third turn after it is activated. Once used, this gadget must be recharged and cannot be used again until you complete a short or long rest.

## PERSONAL FORCEFIELD

*Intricate complexity gadget schematic*

**Equipment Type:** Armor

**Activation Type:** 1 reaction

With this gadget equipped, you can use your reaction to activate it whenever you are targeted by a melee, ranged, or spell attack. Activating the gadget cloaks you in a shimmering forcefield that has hit points equal to 10 + your Intelligence modifier + twice your engineer level. Whenever you would take damage, the forcefield takes the damage instead. If this damage reduces the forcefield to 0 hit points, you take any remaining damage. The forcefield lasts for 1 minute as long as it has 1 or more hit



points, or until you deactivate it by taking an object interaction. Once used, the gadget must be recharged and this effect cannot be used again until you complete a short or long rest.

### PERSONAL GLIDER

*Advanced complexity gadget schematic*

**Equipment Type:** Cloak

**Activation Type:** 1 object interaction

When you take an object interaction to activate this gadget your cloak becomes rigid, allowing you to glide down from a high place. You can fly at a speed of 30 feet for a maximum distance of up to three times the height of your starting point. (If you begin at a height of 30 feet, you can glide a maximum of 90 feet from your starting point.) If you are still airborne when you reach the maximum distance, you fall. Once used, the gadget must be reset and this effect cannot be used again until you complete a short or long rest.

### PERSONAL SONAR

*Advanced complexity gadget schematic*

**Equipment Type:** Headgear

**Activation Type:** Continuous

When this gadget is equipped, you have blindsight out to a range of 30 feet.

### PERSONAL TELEPORTER

*Intricate complexity gadget schematic*

**Equipment Type:** Tool belt

**Activation Type:** 1 object interaction

When this gadget is equipped you can take an object interaction to activate it, teleporting yourself and all items you are carrying to a location within 100 feet of you that you can see. Once per turn on your next two turns you can take a bonus action to activate the gadget again, teleporting yourself again each time you do so. If you would arrive in a place already occupied by an object or creature you take 4d6 force damage and the gadget fails to teleport you. Once activated, the gadget must be recharged and cannot be activated again until you complete a short or long rest.

### POP-UP SHIELD

*Simple complexity gadget schematic*

**Equipment Type:** Tool belt

**Activation Type:** 1 reaction

When this gadget is equipped, you can use your reaction when you are targeted with a melee or ranged attack to unfold a pop-out shield made of a strong but flexible synthetic material. You are considered to have proficiency with this shield whether or not you are proficient with shields and the shield does not occupy your hands. The shield provides you with half-cover (+2 to AC and Dexterity saving throws) until the end of your next turn. At 11th level this benefit increases to three-quarters cover (+5 to AC and Dexterity saving throws). Once used, the gadget must be reset and cannot be used again until you complete a short or long rest.

### POSITIVE ENERGY PROJECTOR

*Advanced complexity gadget schematic*

**Equipment Type:** Tool belt

**Activation Type:** 1 object interaction (+1 bonus action, special)

When you have this gadget equipped, you can take an object interaction to activate it. Once activated, it projects a globe of positive energy in a 30 foot radius around you. On each of your turns, you may take a bonus action to cause one creature (including yourself) within the energy sphere to regain 1d8 hit points plus your Intelligence modifier. This effect works on both living creatures and constructs, but has no effect on undead. The energy projection ceases at the end of your third turn after it is activated. Once used, the gadget must be reset and cannot be used again until you complete a short or long rest.

### POWER PUNCH

*Trivial complexity gadget schematic*

**Equipment Type:** Gloves

**Activation Type:** 1 object interaction + 1 attack action

When this gadget is equipped, you can use an object interaction in conjunction with your attack action to make an unarmed strike against a creature within 5 feet of you. If your attack hits, the target takes 1d6 bludgeoning damage and must make a Strength saving throw or be pushed up to 15 feet away from you. The damage done by this attack increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6). Once used, the effect must be reset and cannot be used again until you complete a short or long rest.

### POWERED ARMOR

*Simple complexity gadget schematic*

**Equipment Type:** Armor

**Activation Type:** 1 reaction

With this gadget equipped, you can use your reaction to activate it whenever you are targeted by an attack. You add your Intelligence modifier to your AC against that attack and all subsequent attacks made against you for the rest of the turn. Once used this gadget must be reset and cannot be used again until you complete a short or a long rest.

### PROTON BEAM

*Advanced complexity gadget schematic*

**Equipment Type:** Weapon (a bow, crossbow or firearm)

**Activation Type:** 1 object interaction + 1 attack action

When this gadget is equipped, you can use an object interaction in conjunction with an attack action using the weapon that this gadget is integrated with to shoot a bolt of energy at a target creature of size Large or smaller. You add both your proficiency bonus and Dexterity modifier to the attack roll. The target of this attack can be located on either your current plane of existence or in the Ethereal Plane as long as you can see them. If the attack hits, the bolt of energy wraps around the target, rendering them restrained.

At the beginning of each of its turns, the target may make a Wisdom saving throw. The effect ends if the target succeeds on the saving throw or at the end of their third turn after they are targeted by this effect. As long as the target remains restrained,



you can use an action on your own turn to push or pull the creature up to 15 feet in any direction.

Once used, this effect must be recharged and it cannot be used again until you complete a short or long rest.

### PROTOPLASER

*Simple complexity gadget schematic*

**Equipment Type:** Gloves

**Activation Type:** 1 action

When you have this gadget equipped, you can activate it by taking an action to touch a creature. The creature you touch regains a number of hit points equal to 1d6 + your Intelligence modifier. The amount healed increases by 2d6 when you reach 5th level (3d6), 11th level (5d6), and 17th level (7d6). This effect works on both living creatures and constructs, but has no effect on undead. Once used, the gadget must be reset and cannot be used again until you complete a short or long rest.

### PROXIMITY DETECTOR

*Simple complexity gadget schematic*

**Equipment Type:** Tool belt

**Activation Type:** 1 action

You can use this gadget to set an alarm against unwanted intrusion. Take an action and choose a door, a window, or an area within 30 feet of you that is no larger than a 20-foot cube. For the next 8 hours or until you chose to deactivate the gadget using an object interaction, as long as you are on the same plane of existence an alarm alerts you whenever a size Tiny or larger creature touches or enters the designated area. When you set the alarm you choose whether the alarm is silent or audible. A silent alarm quietly alerts you that the ward has been triggered as long as you are within 1 mile of the warded area. This alarm will awaken you if you are sleeping. An audible alarm produces the sound of loud claxon for 10 seconds within 100 feet of the warded area.

You can chose to set the alarm in a new area after taking a short or a long rest. However, you can have only one actively alarmed area at any one time.

### QUAKE MACHINE

*Intricate complexity gadget schematic*

**Equipment Type:** Tool belt

**Activation Type:** 1 object interaction

When this gadget is equipped, you can take an object interaction to place a seismic reactor onto the ground at a point within 10 feet of you. At the beginning on your next turn, the device triggers, creating a seismic disturbance that causes an intense tremor in a 50-foot radius circle around the point where you placed it. This tremor shakes creatures and structures in contact with the ground in that area, with the following effects:

- The ground in the area becomes difficult terrain.
- Each creature on the ground must make a

Dexterity saving throw. On a failed save, the creature is knocked prone.

- Each creature on the ground that is concentrating must make a Constitution saving throw. On a failed save, the creature's concentration is broken.

- The tremor deals 50 bludgeoning damage to any structure

in contact with the ground in the affected area. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The DM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.

The above effects repeat at the beginning of each of your next two turns, unless you take an object interaction to end the effect early. Once this gadget has been used, it must be recharged and cannot be used again until you complete a short or long rest.

### REARVIEW MIRROR

*Trivial complexity gadget schematic*

**Equipment Type:** Eyewear

**Activation Type:** Continuous

In addition to your normal field of vision, you can also perceive objects which are behind you. You cannot be surprised by any creature sneaking up behind you.

### REBREATHER

*Simple complexity gadget schematic*

**Equipment Type:** Headgear

**Activation Type:** Continuous (1 action, special)

You can breathe underwater while you have this gadget equipped.

**Air Filter:** While this gadget is equipped, you can take an action to activate an emergency air filter that is built into the gadget. For one minute after activation, you have advantage on saving throws made against harmful gases and vapors. Once used, this effect must be recharged and cannot be used again until you complete a short or long rest.

### RECOVERY FIELD

*Simple complexity gadget schematic*

**Equipment Type:** Tool belt

**Activation Type:** Continuous

While this gadget is equipped, if you or any friendly creature within 60 feet of you regain hit points at the end of a short rest, each such creature regains an extra 1d4 hit points. The amount of hit points healed increases to 1d6 hit points when you reach 11th level and again to 1d8 at 17th level.

### REGENERATION RAY

*Intricate complexity gadget schematic*

**Equipment Type:** Gloves

**Activation Type:** 1 action

When this gadget is equipped, you can use an action to shoot a ray of positive energy at a target you can see within 40 feet of you. This ray restores health and causes the affected creature's wounds to regenerate at a greatly increased rate. The creature regains 50 hit points. For the next minute, the target also regains 1 hit point at the start of each of its turns. This effect



works on both living creatures and constructs, but has no effect on undead. Once used, the gadget must be reset and cannot be used again until you complete a short or long rest.

### RESET BUTTON

*Advanced complexity gadget schematic*

**Equipment Type:** Tool belt  
**Activation Type:** 1 reaction

You can activate this gadget as a reaction at the end of any other creature's turn in combat. Once activated, the gadget alters the flow of time, reversing any events or actions that took place during that creature's turn. The creature takes its turn again and can choose to take different actions or the same actions as previously, possibly with different results. Once used, this effect must be recharged and cannot be used again until you complete a short or long rest.

### RETRACTABLE BAYONET

*Trivial complexity gadget schematic*

**Equipment Type:** Weapon (a bow, crossbow or firearm)  
**Activation Type:** 1 object interaction (+ 1 attack action, special)

A weapon equipped with this gadget contains a hidden, retractable metal spike bayonet, allowing the weapon to be used as an effective close-quarters melee weapon in addition to its normal ranged attack capability. The bayonet can be deployed or hidden inside the weapon by using an object interaction. As long as the bayonet is deployed, you can use the weapon to make a melee attack, adding both your proficiency bonus and your choice of either your Strength or Dexterity modifier to the attack roll. If the attack hits, the bayonet deals 1d6 plus either your Strength or Dexterity modifier in piercing damage. If you hit a creature of size large or smaller with the bayonet, you can choose to push the creature up to 5 feet away from you.

### RETRACTABLE FLIPPERS

*Simple complexity gadget schematic*

**Equipment Type:** Footwear  
**Activation Type:** Continuous

When this gadget is equipped, you can take an object interaction to deploy mechanical flippers from the bottom of your boots. While the flippers are deployed swimming does not count as difficult terrain, but walking does. You can take a second object interaction to retract the flippers.

### RETRACTABLE ICE SKATES

*Trivial complexity gadget schematic*

**Equipment Type:** Footwear  
**Activation Type:** 1 object interaction

When this gadget is equipped, you can take an object interaction to deploy a small skate blade from the bottom of your boots. While the blade is deployed you ignore difficult terrain created by ice or snow but terrain without ice or snow counts as difficult terrain for you. You can toggle this effect off by taking another object interaction to retract the blades.

When the blades are deployed, you can use your attack action to make an unarmed strike (kick) against a creature

within 5 feet of you. The attack deals 1d4 slashing damage if it hits.

### RETRACTABLE STILTS

*Trivial complexity gadget schematic*

**Equipment Type:** Footwear  
**Activation Type:** 1 object interaction

When this gadget is equipped, you can take an object interaction to unfold telescoping stilts out of your footwear, increasing your effective height by 5 feet and enabling you to reach objects which you could not otherwise. While the stilts are deployed, walking counts as difficult terrain. If you make a weapon attack or are hit by an attack you must make a DC 13 Dexterity (Acrobatics) check or be knocked prone. You have disadvantage on any check to resist being pushed. You can retract the stilts by taking a second object interaction.

### SMOKESCREEN EMITTER

*Simple complexity gadget schematic*

**Equipment Type:** Tool belt  
**Activation Type:** 1 object interaction

When you take an object interaction to activate this gadget thick, black smoke fills a 30 foot sphere around you. This smoke blocks line-of-sight and anything inside of this area is heavily obscured. This smoke lasts for 2d4 rounds unless dispersed by a moderate or greater speed wind. Once used, this effect must be recharged and cannot be used again until you complete a short or long rest.

### SONIC BEAM MODULE

*Simple complexity gadget schematic*

**Equipment Type:** Gloves  
**Activation Type:** 1 object interaction +1 action

This gadget consists of a powerful amplifier that can focus a spoken word into a beam of compressed sound. When this gadget is equipped, you can use an object interaction in conjunction with an attack action to make a ranged attack at a target you can see within 60 feet of you. You add both your proficiency bonus and Dexterity modifier to the attack roll. If the attack hits, the beam deals 3d6 thunder damage to the target. Additionally, if the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet away from you and knocked prone. This gadget cannot be used if you are rendered unable to speak. Once used this gadget must be recharged and cannot be used again until you take a short or a long rest.

### SOUND DAMPENER

*Simple complexity gadget schematic*

**Equipment Type:** Tool belt  
**Activation Type:** 1 object interaction

When you take an object interaction to activate this gadget, for the next 3 minutes you have advantage on Dexterity (Stealth) checks to move silently as long as you move no more than half your speed. Once used, the effect must be reset and cannot be used again until you complete a short or long rest.



## SPARKGAP'S COIL

*Intricate complexity gadget schematic*

**Equipment Type:** Gloves

**Activation Type:** 1 action

When you take an action to activate this gadget you are bathed in a shower of sparks. Choose one of the following effects:

- *Throw Lightning.* A bolt of lightning forming a line 50 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 6d6 lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried.

- *Shield of Sparks.* Until the beginning of your next turn, whenever a creature within 5 feet of you targets you with a melee attack, that creature takes 3d8 lightning damage and can't take reactions until the beginning of their next turn.

- *Static Charge.* Creatures within 30 feet of you that are wearing metal armor are pushed up to 15 feet directly away from you. Until the beginning of your next turn any creature wearing metal armor within a 60 foot sphere around you must pay 2 feet of movement for every 1 foot they move in your direction. No creature wearing metal armor may get closer to you than 10 feet away.

On each of your next two turns you may take a bonus action to use one of the effects listed above. Once used, this gadget must be recharged and you cannot activate it again until you complete a short or a long rest.

## SPRING BOOTS

*Advanced complexity gadget schematic*

**Equipment Type:** Footwear

**Activation Type:** Continuous

While this gadget is equipped, you can jump twice the normal distance, though you can't jump farther in any one turn than your remaining movement would allow.

## SPELL NULLIFIER

*Advanced complexity gadget schematic*

**Equipment Type:** Armor

**Activation Type:** 1 reaction

When this gadget is equipped, you can activate it by using your reaction when you see a creature within 60 feet of you casting a spell. If you do so and the creature is casting a spell of 3rd level or lower, the spell fails and has no effect. If it is casting a spell of 4th level or higher, make an Intelligence check with a DC equal to 10 + the spell's level. On a success, the creature's spell fails and has no effect. Beginning at 17th level, if you roll a 20 on this check and the spell is 7th level or lower, the spell has no effect on its intended target and instead targets the creature that cast it instead. Once used, the gadget must be recharged and cannot be used again until you complete a short or long rest.

*Timepiece by ImaginaryNumbers*



## SPRING-LOADED SCABBARD

*Trivial complexity gadget schematic*

**Equipment Type:** Weapon (any without the two-handed property)

**Activation Type:** 1 object interaction

When this gadget is equipped, you can draw both the weapon that the gadget is integrated into and another weapon as part of the same object interaction.

## SPY BUG

*Trivial complexity gadget schematic*

**Equipment Type:** Tool belt

**Activation Type:** 1 action

You can take an action to activate this gadget, which takes the form of a tiny mechanical insect such as a beetle, cockroach, or cricket. The clockwork has AC 10, 1 hit point, a movement speed of 30, and cannot attack. It can take no actions on its own, but you can control the clockwork insect via a wireless communications link. While controlling the clockwork you perceive through the clockwork's senses and are deaf and blind with regard to your own senses. The wireless link is lost and the gadget is deactivated if the clockwork moves further than 100 feet away from you or if you take an object interaction to disable it. Starting at 11th level, your spy bug gains a flying speed of 50 feet in addition to its walking speed and the range at which you can control the gadget increases to 200 feet.

## SPYGLASS EYEGLASS

*Advanced complexity gadget schematic*

**Equipment Type:** Eyewear

**Activation Type:** Continuous

While this device is equipped you have advantage on Wisdom (Perception) checks that rely on sight.

## STEAM SPRAY

*Simple complexity gadget schematic*

**Equipment Type:** Tool belt

**Activation Type:** 1 reaction

When this gadget is equipped, you can use your reaction to impose disadvantage on the attack roll of a creature within 5 feet of you. An attacker that can't be blinded is immune to this effect. Once used, the effect must be recharged and cannot be used again until you complete a short or long rest.

## STIM INFUSION

*Advanced complexity gadget schematic*

**Equipment Type:** Armor

**Activation Type:** Continuous (+1 action, special)

When this gadget is equipped, your stamina is boosted and you gain the following benefits:

- You can add half your Intelligence modifier to the number of days that you can go without food before you risk becoming exhausted.

- You have advantage on Constitution saving throws versus any effect that would give you a level of exhaustion, such as



when making a forced march or attempting to survive drinking too little water.

- You require half the amount of sleep each night that you normally would.

**Stimulant Injection.** You can activate this effect by using an action. If activated, you must make a Constitution saving throw. If you succeed, you reduce your level of exhaustion by one. Once you have used this effect, it must be recharged and cannot be used again until you complete a long rest.

### SUCTION CUP CLIMBERS

*Advanced complexity gadget schematic*

**Equipment Type:** Gloves

**Activation Type:** Continuous

When this gadget is equipped, you have advantage on all Strength (Athletics) checks that you make to climb. Starting at 17th level, while this gadget is equipped climbing does not cost you extra movement.

### TARGETING SCOPE

*Advanced complexity gadget schematic*

**Equipment Type:** Weapon (a bow, crossbow or firearm)

**Activation Type:** Continuous

This gadget increases the accuracy when you make an attack with the weapon it is attached to. You do not suffer disadvantage when you use this weapon to attack a target at long range.

### TASER GLOVES

*Simple complexity gadget schematic*

**Equipment Type:** Gloves

**Activation Type:** 1 object interaction + 1 attack action

When this gadget is equipped, you can use an object interaction in conjunction with an attack action to make an unarmed strike against a creature within 5 feet of you. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes your unarmed strike damage plus an additional 1d8 lightning damage, and it can't take reactions until the start of its next turn. This attack's damage increases by 1d8 when you reach 11th level (2d8), and 17th level (3d8). Once this attack hits successfully, the effect must be recharged and cannot be used again until you complete a short or long rest.

### THOUGHT PROJECTOR

*Advanced complexity gadget schematic*

**Equipment Type:** Headgear

**Activation Type:** 1 object interaction

You may take an object interaction to activate this gadget. For the next five minutes you gain the ability to communicate with other creatures telepathically out to a range of 120 feet. You can communicate telepathically with any creature that has an Intelligence score of at least 1 by sharing mental projections of words, images, sounds, and other sensory messages. Once this effect has been used, the gadget must be recharged and it cannot be used again until you have completed a short or long rest.

### TIME-DILATION ZONE

*Intricate complexity gadget schematic*

**Equipment Type:** Tool belt

**Activation Type:** 1 action

When you activate this gadget by taking an action, choose a spot within 60 feet of you that you can see. The gadget projects an invisible sphere of energy in a 40 foot sphere around the chosen point. The flow of time is altered for creatures inside the sphere.

Movement costs double for each creature inside the energy sphere, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. A creature that starts its turn inside the sphere can use either an action or a bonus action, but not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. If the creature attempts to cast a spell with an activation type of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete casting the spell. If it can't, the spell is wasted.

The energy sphere lasts for 1 minute unless you end it early by taking an object interaction. Once used, this gadget must be recharged and cannot be used again until you complete a short or a long rest.

### TIN FOIL HAT

*Advanced complexity gadget schematic*

**Equipment Type:** Headgear

**Activation Type:** Continuous

You cannot be targeted by divination magic or perceived through magical or technological scrying sensors while this gadget is equipped.

### TRANQUILIZER TIMEPIECE

*Simple complexity gadget schematic*

**Equipment Type:** Gloves

**Activation Type:** Continuous (1 object interaction +1 action, special)

When this gadget is equipped, you always know the current time of day, date, and day of the week and can easily track the passing of time.

**Tranq Dart.** When this gadget is equipped, you can use an object interaction in conjunction with an attack action to fire a spring, loaded dart at a target you can see within 30 feet of you. You add your proficiency bonus and Dexterity modifier to the attack roll. If the attack hits, the target takes 1d4 piercing damage and must make a Constitution saving throw or fall unconscious for 10 minutes. The unconscious creature awakens if it takes damage or if someone uses an action to shake or slap it awake. Once used, the effect must be reset and cannot be used again until you complete a short or long rest.

### TRANSMOGRIFYING RAY

*Advanced complexity gadget schematic*

**Equipment Type:** Gloves

**Activation Type:** 1 action

When this gadget is equipped, you can use an action to shoot a beam of energy out of your fingertips toward a target creature



that you can see within 60 feet of you. The target must succeed on a Charisma saving throw or they, and all the equipment they are carrying, are transformed into the form of a small-sized barnyard beast such as a chicken, goat, or sheep. While transformed the following rules apply:

- The target's game statistics are replaced by the statistics of the beast, but they retain their alignment, personality, saving throw proficiencies, Hit Dice and hit points.
- The target can still move and take actions, but they are limited by the capabilities of their beast form.
- They cannot cast any spells. However, transforming doesn't break concentration on a spell they have already cast or prevent them from taking actions that are part of a spell that they've already cast.

At the end of each of their turns, the target may make another Charisma saving throw. The effect ends if the target succeeds on a saving throw to resist the effect, if they take damage from any source, or at the end of their third turn after the transformation.

Once this effect has been used, the gadget must be recharged and cannot be used again until you have completed a short or long rest.

### TREASURE DETECTOR

*Trivial complexity gadget schematic*

**Equipment Type:** Tool belt

**Activation Type:** 1 action (1 action, special)

This gadget can be used to detect the presence of raw minerals and worked metal objects. As an action, you can use the gadget to scan a container no larger than 15 cubic feet, such as a closed barrel or a locked chest, safe, or footlocker. The gadget emits an audible whistle that indicates whether the container holds raw minerals or worked metal, including both mundane metal (such as bronze, iron, steel, copper, silver, and gold) and exotic metal (such as adamantite or mithral). Only the presence of metal can be detected, not the exact type or form (coins, armor, etc.). The intensity of the whistle also allows you to determine approximately how much metal is held in the container, with a low-intensity whistle indicating less than 5 pounds (the same approximate weight as 250 coins) of metal, a medium-intensity whistle indicating 6-19 pounds of metal, and a loud whistle indicating 20 pounds (1,000 coins) weight or more. Once used, this effect must be recharged and it cannot be used again until you complete a short or long rest.



### UNIVERSAL TRANSLATOR

*Simple complexity gadget schematic*

**Equipment Type:** Headgear

**Activation Type:** 1 object interaction

You may take an object interaction to activate this gadget. For the next three minutes you understand the literal meaning of any spoken language that you hear. Once this effect has been used, the gadget must be recharged and cannot be used again until you have completed a short or long rest.

### WATER CONDENSER

*Trivial complexity gadget schematic*

**Equipment Type:** Tool belt

**Activation Type:** 1 object interaction

This gadget condenses water vapor out of air and stores the water in a bladder on your tool belt. As an action you can decant up to 1 gallon of clean, fresh water. Once used, the effect cannot be used again until you complete a short or long rest.

### WEAPON FLINGER

*Trivial complexity gadget schematic*

**Equipment Type:** Weapon (a melee weapon without the heavy or two-handed property)

**Activation Type:** 1 object interaction + 1 attack action

When this gadget is equipped, you can use an object interaction in conjunction with an attack action using the weapon that this gadget is integrated with to make a ranged attack with the weapon. For purposes of this attack, treat the weapon as though it had the Thrown (range 20/40) property. Once this effect has been used, the gadget must be reset and cannot be used again until you have completed a short or long rest.

### WEAPON REACH EXTENDER

*Simple complexity gadget schematic*

**Equipment Type:** Weapon (a melee weapon that does not have the heavy, or two-handed trait)

**Activation Type:** Continuous

This gadget adds a telescoping handle to the weapon it is attached to. Treat the weapon that this gadget is attached to as though it has the reach trait. If it already has the reach trait, the weapon's reach extends for an additional +5 feet.

### WEATHER ROCKET

*Advanced complexity gadget schematic*

**Equipment Type:** Tool belt

**Activation Type:** 1 action

When you take an action to activate this gadget, you shoot a small rocket into the sky which explodes at a high altitude, releasing chemicals that alter the local atmosphere, changing the weather conditions for a radius of 5 miles around your location. You must be outdoors to activate this effect.

You can change the current weather conditions, including precipitation, temperature, and wind. It takes 1d4 x 10 minutes for new conditions to take effect. The effect lasts for 6 hours and then gradually returns to normal.



Consult the current weather conditions on the table below. You can change each of the conditions by 2 steps up or down. You can also change the direction of the wind to any direction you wish.

### Precipitation

Stage	Conditions
1	Clear
2	Light clouds
3	Overcast or foggy
4	Rain or snow
5	Torrential rain or blizzard

### Wind

Stage	Conditions
1	Calm
2	Moderate wind
3	Strong wind
4	Gale
5	Storm
6	Torrential rain or blizzard

### Temperature

Stage	Conditions
1	Unbearable heat
2	Hot
3	Warm
4	Cool
5	Cold
6	Arctic Cold

Once this gadget has been used, it must be reset and cannot be used again until you have completed a short or long rest.

### WEBSHOOTER

*Simple complexity gadget schematic*

**Equipment Type:** Gloves

**Activation Type:** 1 object interaction + 1 attack action

When this gadget is equipped, you can use an object interaction in conjunction with an attack action to shoot a stream of sticky webbing out of a tube hidden in your gloves. Make a ranged attack against a creature of size large or smaller that is within 30 feet of you. You add your proficiency bonus and Dexterity modifier to this attack roll. If you hit, the creature is restrained by the webbing. As an action, the restrained creature can make a Strength saving throw to break free from the webbing. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage. Once you have used this gadget, its effect must be reset and cannot be used again until you complete a short or long rest.



Desert-Punk by Rayph

### WHEELED HEELS

*Advanced complexity gadget schematic*

**Equipment Type:** Footwear

**Activation Type:** Continuous

While this gadget is equipped, you can use a bonus action on each of your turns to take the Dash action.

**Rocket Shoes.** You can take an object interaction to fire rockets built into your boots, causing your walking speed to be doubled and any creature that makes an opportunity attack against you has disadvantage on the attack roll. This effect lasts for one minute. Once used, this effect must be recharged and it cannot be used again until you complete a short or long rest.

### WRIST ROCKETS

*Simple complexity gadget schematic*

**Equipment Type:** Gloves

**Activation Type:** 1 action

When this gadget is equipped you can use an action to activate it. If you do, you fire two explosive rockets out of your gloves. Each of the two rockets hits a creature of your choice that you can see within 80 feet of you. Each rocket deals 1d4+1 force damage to its target. The rockets all strike simultaneously, and you can direct them both to hit the same, or different targets. At 5th level you can fire an additional rocket (3 rockets total). This increases by an additional rocket at 11th (4 rockets) and 17th levels (5 rockets). Once used, this gadget must be reloaded and cannot be used again until you complete a short or a long rest.

### WRITING PEN

*Trivial complexity gadget schematic*

**Equipment Type:** Gloves

**Activation Type:** 1 object interaction (+1 action, special)

You have a vial of ink and a retractable mechanical writing pen built into your gloves. You may take an object interaction to activate or hide the pen.

**Invisible Ink.** You can take an action to write a message on parchment, paper, or some other suitable writing material, with this gadget using special disappearing ink. The message can be up to 50 words long. One round after writing the message, the ink fades and thereafter can be read only by a creature with the ability to see invisible objects. Once used, the effect must be reset and cannot be used again until you complete a short or long rest.



Sandworm by LozanoX



# Technology Feats

The following feats interact with the gadget use features of the engineer class and can be employed in any campaign which allows this class.

## FAMOUS ARTISAN

- You gain proficiency in one set of artisan's tools and one skill of your choice.
- If you work between adventures by crafting using your artisan's tools, you can earn enough to support a wealthy lifestyle instead of a modest one.

## FIREARM EXPERT

*Prerequisite: proficiency with firearms weapons*

Thanks to extensive practice with firearms, you gain the following benefits:

- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you use the Attack action and attack with a one-handed firearm weapon, you can use a bonus action to attack with a loaded firearm weapon with the light property that you are holding in the other hand.
- When you roll a 1 or 2 on a damage die for an attack you make with a firearm weapon that has the two-handed property, you can reroll the die and must use the new roll.

## FIREARM FAMILIARITY

You have practiced extensively with and learned to use a variety of different firearms, gaining the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency with firearms weapons

## GADGET MASTERY

*Prerequisite: You must be able to use at least one engineer gadget schematic*

- When you roll a 1 on a damage die for a gadget you control, you may reroll that die. You must use the result of the new roll.
- When you use a gadget that effects an area, you can shield some creatures in the area from being affected by the gadget. Choose a number of creatures equal to your Intelligence modifier minus 2 (minimum of 1 creature). The creatures that you chose are unaffected by the gadget.

## HOMEBREW TECHNOLOGIST

Choose two trivial and one simple complexity gadget schematic from the engineer's list. You learn and can use these schematics as if you were an engineer. If the gadgets have an activated effect that requires a short or long rest to reset, you must finish a long rest before you can use it again.

*Gunslinger by kerembeyit*





# GRAB HOLD OF BOMBS, GUNS, GADGETS AND STRANGE TECHNOLOGY

**The Engineer class opens up new options for characters to wield technological inventions.**

**You can choose from three different, fully-fleshed out subclasses: Demolitions, Kinetics, and Technomancy. Plus, your engineer character can learn how to build and use over 100 different gadgets. Also included are rules for grenade-like bombs, firearms, technology feats and much, much more.**

**This supplement supports numerous different character concepts from wacky inventor to masked vigilante, spacey bounty hunter, paranormal investigator, crafty gunslinger, amphibious special forces, mad scientist, and more!**

