



BABBAGE

Alice could hear the rapid whir-click of her escapement wheels as she delved deeper into the labyrinthine corridors. Normally the sound was so quiet she hardly noticed it, but the recent run-in with vampiric spectres had managed to jostle something ever so slightly out of place, and she hadn't quite had time to finish repairs before the trap floor had separated her from the others. There was something she didn't like about this place.

Maybe it was the glass walls, etched with strange symbols, which moved always this way and that. Maybe it was the host of spirits that seemed to be bound to the place, never giving her a moment to herself. But really, if she had to put her finger on it... The moulding! It was the crown moulding that was bothering her. It simply didn't match the European Gothic construction of the place. Sure the ivory was a nice touch, but it was distinctly French in design, and her architectural movement just wouldn't let it go!

She switched on her low-light optics, and readied the blade she kept hidden in her arm. She knew there were going to be fights up ahead, and that damned moulding was going to be triggering logical loops all day.

DESIGNED WITH PURPOSE

Babbage are hand-crafted mechanical constructs, powered by clock-springs and steam, and controlled by unimaginably intricate mechanical computers. First designed and built by forward thinking engineer Charles Babbage, they have become popular companions among the upper class, and as key parts of large industrial operations.

Because they are so prohibitively expensive to produce, few Babbage are produced without a specific function in mind. As such, many Babbage are Designed to perform very specific industrial tasks, or to act as all-in-one household servants for the wealthy.



MECHANIZED HEARTS

Babbage are not living creatures. At least not in the traditional sense. While many scholars - and some Babbage - debate the true nature of a Babbage's intelligence, their fundamental makeup is nothing more than a series of complex mechanical movements. And for many, this poses a philosophical conundrum: does a Babbage truly have a soul? Can creature composed of entirely artificial components truly feel, or are their thoughts and emotions only mechanized approximations of the real thing?

A DIFFERENT SORT OF IMMORTALITY

Babbage do not age in the same way as other races - in a certain sense, they do not age at all. If well maintained and cared for, a Babbage will never show any true signs of the progression of time - They are functionally immortal. However, at the same time, spells such as raise-dead and resurrection do not work on a Babbage. Their existence is entirely man-made, and while a Babbage's recorded memories can be transplanted from body to body, this does not always ensure that the new machine will behave in the same ways as the original. Thus a Babbage attains a sort of immortality, but the question remains if they were ever truly alive.

MAGICAL REPAIR

Magical methods of repair such as the *Mending* cantrip can be used to help restore a Babbage's condition without the use of tinker's tools or the need to remove their armoured plating, but due to the complex nature of a Baggages design, most mages are incapable of fully repairing a Babbage.

For each foot of material repaired through spellwork, a Babbage recovers hit points as if they had spent an hour undergoing repairs. A Babbage can be repaired this way a number of times equal to the caster's proficiency bonus before requiring manual repairs. Multiple casters do not increase this limit.

MAKE AND MANUFACTURE

Charles Babbage's original designs are held in copyright by Babbage himself, who strictly controls the reproduction of his work. However that has not prevented other engineers from creating their own designs inspired by his work, and the term "Babbage" has quickly come to refer to any intelligent construct. The function and appearance of these constructs can vary wildly from manufacturer to manufacturer. The most exquisite and sought after models are produced by Charles Babbage and assembled by hand to function as ornately decorated household servants, while more industrial models produced by companies such as Aethertech Inc. are more bare-bones and designed for functional efficiency over physical beauty.

Some models sport specialized tools or equipment such as additional arms or spider-like sub-chassis to better support their weight, but those most likely to be found adventuring are almost exclusively humanoid and sport a modular design that allows them to take advantage of new advancements in parts and upgrade their existing bodies with aftermarket accessories.

SOCIETY

Babbage were originally introduced to the world as mechanical servants and workers, and to many, they still are. Despite their intelligence, there are many who find it difficult to see Babbage as anything more than expensive machines or tools. And there are plenty of Babbage who are perfectly happy with this arrangement.

Those Babbage who have either emaciated themselves through their own efforts, or been otherwise abandoned or forgotten, often seek to expand their horizons by exploring jobs and tasks other than what they were designed for. In many cases this can lead them to the life of an adventurer.

NAME AND DESIGNATION

Babbage generally leave the factory with a serialized designation number, however most owners choose to give their mechanical companions a name for the sake of familiarity. These can range anywhere between Customary names of the owner's Race, to wordplay on the Baggages function or anagrams of their serial number. A few common names are listed below.

Anthony, Asimov, Clank, Cogsworth, Curie, Herbert, Lewis, Major, Noble, Ratchet, Spencer, Wells, Whirlygig

BABBAGE TRAITS

A mechanical construct with a mind made of whirring gears and cogs, as a Babbage, you gain the following traits

Ability Score Increase. Your Constitution score increases by 2.

Age. Babbage have no organic components, and as such can remain functional indefinitely if properly maintained.

Alignment. Most Babbage are constructed to fulfil a specific purpose, and even if abandoned, tend towards lawful alignments.

Size. Babbage are most often built to resemble an average humanoid. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Animated Construct. Your body is made entirely of metal and other durable components, making you far less fragile than other creatures. You are immune to the poison, sleep, paralysis, charm, fear, disease, and exhaustion effects and conditions. You are also immune to poison, and necrotic damage and have resistance to psychic damage. You do not need to eat, sleep, or breathe, and cannot gain the effects from consumables that must be ingested, such as potions.

Undergoing Repair. While your mechanical components are not subject to the same frailties that plague organic creatures, you also do not have the benefit of natural healing and cannot regain hit points except by undergoing repairs. Repairing your body requires the proficient use of tinker's tools, and allows you to recover 2 hit dice + your constitution modifier worth of HP for every hour spent. While undergoing repairs in this way, you are fully aware of your surroundings, but vulnerable to all damage to which you are not otherwise immune or resistant.

Armoured Plating. Your intricate inner workings are protected by armoured plating which acts in addition to normal armor, allowing you to add 1/2 your proficiency bonus when calculating your Armor Class. Additional armor must be converted to plating and fitted to you by someone proficient in smith's tools; a process which initially requires 8 hours. Once new plating has been fitted, it may be donned and doffed as normal armor of it's type. Your armoured plating must be doffed in order to undergo repairs.

Heavy Frame. Because of the heavy metallic components that make up your body, you are incapable of swimming, although you may walk underwater as if moving through difficult terrain.

Machine Literacy. Every Babbage is designed with the ability to repair and maintain itself. You have proficiency in tinkers tools. And advantage on checks made to understand the workings of complex machines.

Languages. Common and a choice of one other.

INTERCHANGEABLE PARTS

Babbage are almost universally constructed with a specific function in mind, it is not uncommon for this function to change. As such, most Babbage are constructed using a modular design that allows for extensive modification. Parts generally take up a specific slot such as arms or legs, and may be changed out as part of undergoing repairs. The following are some of the most commonly encountered parts on the market. During character Creation, work with your DM to determine what parts you may already have.

Integrated Tool (Arm). This limb replaces your existing forearm and can be designed to function as any one-handed tool or weapon when activated as a free action, or serve as a normal hand when deactivated. It is a DC 20 investigation check to recognize the weapon while deactivated. The cost of an integrated tool generally starts at around 50gp, plus the cost of a normal tool or weapon of that type.

Low-light Optics (Eye). These optical sensors have been specially calibrated to function in low-light environments, granting you darkvision out to a range of 60 ft. Low light optics usually cost about 50gp in a fair market.

Grapple Attachment (Arm). This forearm sports a detachable hand, which is connected to it by a 50ft spool of rope or chain. The hand can be launched from the forearm using powerful springs to grab hold of far away objects, and then automatically retracted by an built-in wench, doing so requires an action, and the spring must be re-wound after each use which requires a full minute. In a pinch, the partially retracted hand may be used as an improvised flail, but doing so is likely to damage the mechanism. This complex attachment often costs as much as 300gp

Welding Torch (Arm). This modification allows one of your fingers to function as a blow torch to light fires or heat metal. It includes a small reinforced fuel tank in the forearm, which must be refilled after approximately 1 hour of continuous use. Adjusting the burner reduces the flame's heat, but allows it to shed bright light in a similar manner to a torch, and last for up to 5 hours. A welding torch attachment in safe and usable conditions can run anywhere from 150-200gp, but less...dependable versions often go for cheaper.

Phonographic Recorder (Chest). This intricate device sits within a specialized compartment of the chest and is capable of recording music or conversations onto a wax or copper cylinder and playing them back. Popular among aristocrats, the device itself costs about 150gp, with canisters costing anywhere between 5-20 gp depending on the quality.

Mining Drill (Arm and Chest). This industrial attachment replaces your arm with a heavy mining drill, capable of breaking through mineral deposits at a rate of 3 ft an hour. The Drill requires fuel to operate, which is provided by a large chest-mounted tank, and must be replenished after 5 hours of continuous use. Used as a weapon, the drill deals 2d12 slashing damage on a hit, but using against soft targets is ill advised, as the fleshy viscera of gore tends to damage the mechanism almost immediately. Costs about 300gp on a good day.

Ground Stabilizers (Legs). This module includes powerful pistons and ground clamps that allow a Babbage to lock themselves in place despite incredible forces. As a free action on your turn, the stabilizers can be activated, making you immune to forced movement that doe snot include teleportation, and incapable of being knocked prone. While the stabilizers are activated, your speed is reduced to 0. Deactivating the stabilizers is a bonus action. The price-range for this module is usually no more than 50-100gp

Fluid Dispensary (Chest). Popular within high society, this simple tank allows up to 5 gallons of liquid to be stored within the Babage's chest, and heated or cooled as it is dispensed. Many models also contain a system of filters, which can be used to purify water, or brew drinks such as coffee or tea. A basic dispensary costs about 50gp, but more advanced models with filters can run higher.

Chemical Sprayer (Arm). A rural adaptation usually used in conjunction with a basic fluid dispensary, this module allows a Babbage to pump a directed stream or spray of liquid from a separate tank. While often used to distributing pesticides, black-market modifications exist which convert it into an effective - if dangerously unreliable - flamethrower. A standard chemical thrower runs about 50gp. The availability and cost of the flamethrower variant is up to your DM's discretion.



CREDITS AND ACKNOWLEDGMENTS

RACE BY

DM CLOCKWORK DRAGON (Sebastian McCoy)
<https://dm-clockwork-dragon.tumblr.com/>
<https://ko-fi.com/U6U6GK7U>
<https://www.patreon.com/DMClockWorkDragon>
<https://discord.gg/jr3gMsZ>

TEMPLATE AND BACKGROUNDS BY

NATHANAËL ROUX
<https://www.patreon.com/barkalotdesigns>

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