

THE TINKERER

ADVANCED CLASS INFORMATION

SEATED ATOP A GRASSY HILL THE TWO humans idly watch birds and kites flitter in the sky. As insight strikes one pauses, then asks, “We could do that. Couldn’t we, brother?” Sharing a grin and a nod, the two rush for their bicycles, inspired skyward.



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The full text for the Tinkerer class and Steam Knight archetype appear in *EN5IDER Tinkerer: Basic*.

INSPIRED AND OBSESSIVE

True tinkerers are few and far between, marked as unique by their Affect-Engines. There are countless individuals bearing the obsession to beget some marvelous and maddening design, but the ability to actually do so separates tinkerers from those who would only dream. Tinkerers often take up the adventuring life in pursuit of their obsessions—searching high and low for materials and inspiration, they brave any risk to be one step closer to their next invention. A tinkerer may be seeking to learn from fabled artifacts and legendary artisans yet where there is great knowledge there are fierce defenders, so to grease the wheels they fight in wars, broker peace deals, or serve the needs of local officials.

QUICK BUILD

You can make a tinkerer quickly by making Intelligence your highest ability score, followed by either Strength or Dexterity. Second, choose the guild artisan background. Third, choose a crowbar to use as a power tool.

BOMBARDIER

Bombardiers study the development of anti-personnel munitions. Crafting unique ammunition and augments to their engines, these incorrigible engineers forge new ways to wreak melty death upon their foes.

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TABLE: BOMBARDIER GENIUS SPARKS

Tinkerer Level	Genius Spark
3rd	<i>ray of sickness</i>
5th	<i>acid arrow</i>
9th	<i>conjure barrage</i>
13th	<i>arcane eye</i>
17th	<i>conjure volley</i>

Bonus Proficiencies

When you choose this Field of Study at 3rd level, you gain proficiency with smith’s tools, hand crossbow, and heavy crossbow.

Engine Ammunition

Starting when you choose this field of study at 3rd level, you craft an ammo bag used to carry a special kind of ammunition for your Affect-Engines. Your ammo bag includes all of the materials needed to craft and produce your special kind of ammunition. You can have a number of pieces of ammunition equal to your Intelligence modifier. You regain expended uses at the end of a long rest.

At the end of a short rest, you can regain one piece of Engine Ammunition. To do so, you must spend at least 30 minutes of the rest crafting the piece of Engine Ammunition. If you lose your ammo bag, you can create a new one using Construction and 25 gp of leather and other raw materials, though you can only restore its ammunition during short and long rests.

Engine Blast

Also at 3rd level, you modify your Affect-Engines to fire Engine Ammunition. As a bonus action you can load a piece of Engine Ammunition into an Affect-Engine that is attached to a weapon you are wielding. An Affect-Engine can hold only one piece of Engine Ammunition at a time. As an action, you can expend one piece of loaded Engine Ammunition.

- **Cold Engine: Cold Snap (range 60 feet).**

You launch a ball of cold energy to a point within range. It expands into a 10-foot-radius sphere. Each creature in the area must make a Constitution saving throw. On a failed save, a

creature takes 3d6 cold damage and its speed is reduced by half until the end of its next turn. On a successful save, it takes half as much damage. Creatures immune to cold are immune to this effect.

- **Flame Engine: Burner Shot (self 15-foot-cube).** You unleash a burst of conflagration that razes the space in front of you. Each creature in the area must make a Dexterity saving throw. On a failed save, a creature takes 3d6 fire damage and has disadvantage on the first attack roll it makes before the end of its next turn. On a successful save, a creature takes half as much damage. Creatures immune to fire are immune to this effect.
- **Lightning Engine: Arcing Jolt (range 30 feet).** You let loose a stream of electricity against a target within range. The target must make a Dexterity saving throw. On a failed save, the target takes 3d6 lightning damage and cannot take reactions until the end of its next turn. On a successful save, the target takes half as much damage. If there is another creature within 10 feet of the target (not including yourself), the stream then targets that creature and forces it to make a Dexterity saving throw. The stream can target a number of creatures equal your Intelligence modifier. A creature that has been the target of an arcing jolt cannot be the target of the same arcing jolt again. Creatures immune to lightning are immune to this effect.

The dice of your Engine Blast increase when you reach certain levels in this class, becoming 4d6 at 7th level, 5d6 at 10th level, 6d6 at 15th level, and 7d6 at 20th level.

Modify Ranged Weaponry

At 7th level, you modify your Affect-Engines to improve the capabilities of any ranged weapon they are attached to. A ranged weapon with an attached Affect-Engine doubles its normal range. Whenever you make a ranged weapon attack using a ranged weapon with an attached Affect-Engine, you can change the attack's damage to the Affect-Engine's type.

Sensory Assault

At 10th level, you can make one of the following attacks using Engine Blast. These attacks all have a range of 60 feet, target a 15-foot-radius sphere, and creatures who fail their saving throws repeat them at the end of each of their turns.

- **Cold Engine: Speak No Evil, Leaching Voice.** Creatures in the area must make a Constitution saving throw. Creatures who fail are unable to speak or cast spells that require vocal components for 1 minute.
- **Flame Engine: See No Evil, Blinding Flare.** Creatures in the area must make a Dexterity saving throw. Creatures who fail are blinded for 1 minute.
- **Lightning Engine: Hear No Evil, Concussive Roar.** Creatures in the area must make a Strength saving throw. Creatures who fail are deafened for 1 minute and knocked prone.

Penetrating Round

Starting at 15th level, you modify your Affect-Engines to trade accuracy for penetrative power. While wielding a ranged weapon with an attached Affect-Engine, if you have advantage on a ranged weapon attack, you can forgo having advantage to target an additional creature within your weapon's normal range that is directly behind the first target. You apply the same attack roll to both targets.

Epic Bombardment

By 20th level, you learn how to maximize destructive potential at the cost of efficiency. As an action, you can make a special attack with a ranged weapon that has at least three of your Affect-Engines attached to it, expending at least one piece of Engine Ammunition per Affect-Engine. This attack has a range of 300 feet and targets a 60-foot-radius sphere that spreads around corners. Each creature in the area must make a Dexterity saving throw. On a failed save, a creature takes 4d12 energy damage per piece of Engine Ammunition, or half damage on a successful one. The type of damage for each 4d12 is determined by the attached Affect-Engines. Objects and structures in the area take double damage.

MECHANIC

Specializing in mechanical engineering, mechanics push the limits of their Power Appliances by experimentation to improve the efficiency of their Affect-Engine yields. Exceeding the bounds of discovery through ingenuity, these incorrigible engineers wrought creation and destruction in their wakes.

TABLE: MECHANIC GENIUS SPARKS

Tinkerer Level	Spells
3rd	<i>grease</i>
5th	<i>hold person</i>
9th	<i>slow</i>
13th	<i>resilient sphere</i>
17th	<i>antilife shell</i>

Bonus Proficiencies

When you choose this Field of Study at 3rd level, you gain proficiency with vehicles (land and air). In addition, you apply double your proficiency bonus to any checks made using tinker's tools on your Constructions and Intelligence checks made to control Power Appliances.

Overload

Beginning at 3rd level, you discover how to incorporate a self-destruct function into your Affect-Engines. As an action, you can expend a spell slot to overload an Affect-Engine you are touching. As part of the same action, you can throw it to a space within 60 feet. At the end of your turn, the Affect-Engine combusts in a 10-foot-radius sphere. Creatures in the area must make a Dexterity saving throw against your spell save DC. On a failed save, a creature takes 3d10 energy damage for a 1st level spell slot plus 1d10 for each spell slot level higher than 1st (to a maximum of 7d10), or half as much damage on a successful one. The damage type is according to the type of Affect-Engine. For each spell slot level higher than 1st, the radius of the sphere increases by 10 feet.

Quick Engine

Also at 3rd level, you can construct an Affect-Engine within 1 minute so long as you are concentrating and wielding tinker's tools. Each turn during this minute you can move, take bonus actions, and use your reaction, but must spend your action constructing the new Affect-Engine.

Dingbots

At 7th level, you add find familiar to your sparknotes and can cast it as a ritual. It is always prepared and doesn't count towards the number of spells you can have prepared.

When you cast this spell, the familiar is a construct called a dingbot instead of a beast. It is immune to disease, has resistance to poison, and does not need to eat or breath, but can ingest food and drink if it wishes. When the dingbot is reduced to 0 hit points it disassembles, leaving behind no recognizable form or useful material. Constructing and reconstructing it requires 10 gp worth of material.

Your dingbot can craft as if it had Construction at a rate double your tinkerer level. When you use Construction with your dingbot, you can add your crafting rates together.

Flexible Creation

Also at 7th level, whenever you begin crafting, you can choose to double the crafting time or value of materials needed to be consumed to double the item's hit points. Alternatively, you can choose to craft an item with half as many hit points as normal, halving the crafting time or value of materials consumed.

Megarobo

At 10th level, as an action you can combine two Affect-Engines you have in your hands to create your greatest invention of all! At the end of your turn, your combined Affect-Engines transform into a mechanical construct with you in the cockpit. This invention lasts up to 1 minute, until you end it as an action, or until the temporary hit points it grants are reduced to 0, whichever comes first. If

your temporary hit points are reduced to 0, then the Affect-Engines used to create it are destroyed. Once you use this feature, you must finish a short or long rest before you can use it again.

Depending on the types of Affect-Engines you used, this invention comes equipped with different features (see Megarobo Customization). All Megarobo weapon attacks can benefit from the Affect Discharge and Improved Affect Discharge features.

While inside your Megarobo, your statistics change as follows:

- your size changes to Large
- your AC equals your spell save DC
- you gain 5 temporary hit points per tinkerer level
- your speed changes to 40 feet
- you use your Intelligence modifier for attacks, checks, and saving throws made using Strength and Dexterity
- you have advantage on Charisma (Intimidation) checks
- you gain resistance to poison and bludgeoning, piercing, and slashing from nonmagical weapons
- you have advantage on saving throws against the poisoned condition
- you gain darkvision 120 feet and are able to see heat sources clearly
- you deal double damage to objects and structures
- your reach increases by 5 feet and your unarmed strike damage increases to 2d4 bludgeoning

Customize your Megarobo

The Affect-Engines you choose when you activate this feature grant additional benefits chosen at the moment of transformation. Unless otherwise noted, you cannot choose a feature more than once. Some benefits can be improved by dedicating additional Affect-Engines to it. These additional Affect-Engines cannot be counted for other benefits.

Features may have cooldown periods, which mean that a number of rounds must pass before you can use the feature again. Cooldowns are reduced



by 1 at the start of each of your turns. When a cooldown reaches 0, you regain a use of that feature, and the cooldown resets to its original number. “Z Weapons” can be summoned from and stowed in the megarobo by taking the Use an Object action.

- **Coolant.** *Requirement:* 1 cold engine. As a bonus action, you can make the cooldown of one of your megarobo features drop by 2 instead of 1 at the start of your next turn.
- **Cryogenic Core.** *Requirement:* 4 cold engines. Increase the duration of the megarobo from 1 minute to 2 minutes.
- **Motor Control.** *Requirement:* 1 lightning engine. Choose two Strength and Dexterity skills. You double your proficiency bonus on checks made with these skills.
- **Synaptic Gyros (1/turn).** *Requirement:* 2 lightning engines. You can take the Dash or Disengage action as a bonus action.

- **Flamethrower (Cooldown 3).** *Requirement:* 1 flame engine. As an action, you cast burning hands as a 3rd-level spell. Each additional flame engine increases the spell by one spell slot level.
- **Flight Boosters.** *Requirement:* 2 flame engines. You gain a fly speed of 40 feet. Each additional flame engine increases the fly speed by 20 feet.
- **Fog Machine (Cooldown 3).** *Requirement:* 1 flame engine + 1 cold engine. As an action, you cast fog cloud on yourself as a 3rd-level spell that does not require concentration.
- **Rocket Fist (Cooldown 2).** *Requirements:* 1 flame engine + 1 lightning engine. Whenever you make an unarmed strike, attempt to grapple, or take the Use an Object action, your reach increases by 120 feet until the end of your turn. You can target creatures and objects behind total cover so long as you can trace a contiguous, unimpeded line between yourself and the target. You must use a bonus action to reel in an extended limb.
- **Z-Bow.** *Requirements:* Any 1 engine + 1 lightning engine + 1 cold engine. You gain and are proficient with a Z-Bow ranged weapon attack that creates its own ammunition. It has a range of 300/900 ft. and deals 2d8 piercing damage plus Improved Affect Discharge damage.
- **Z-Shield.** *Requirements:* Any 1 engine + 1 cold engine. You carry a shield in one hand, increasing your AC by 2 and gaining resistance to the type of energy of the chosen Affect-Engine.
- **Z-Sword.** *Requirements:* Any 1 engine + 1 cold engine. You gain and are proficient with a Z-sword melee weapon attack that deals 2d8 slashing damage (2d10 if wielded with two hands) plus Improved Affect Discharge damage.

Megarobo 2.0

At 15th level, you improve your megarobo into its latest and greatest form. When you combine at least 3 Affect-Engines to create your megarobo, you can choose to change your size to Huge instead of Large. If you do so, you gain the following benefits:

- your speed changes to 50 feet
- your reach increases by 10 feet instead of 5 feet
- you gain 10 temporary hit points per tinkerer level instead of 5
- your unarmed strikes and z-weapon attacks deal an additional die of damage

Engine Prime

When you reach 20th level, you break free of the limitations of intellect and imagination. The maximum number of Affect-Engines you can have increases to 5.

POWER APPLIANCES

The following are examples of some combinations between constructions and Affect-Engines. If you find a complete object, such as a cart, then simply attaching the appropriate Affect-Engine(s) makes it function as below.

Hand Rocket

Requirements: 5 gp of material + 1 flame engine

Size: Small

You craft a finned, aerodynamically pointed, cylindrical object no greater than 2 feet in length and 4 inches in diameter. You can use an action and expend a 1st level spell slot to launch the rocket. It flies 600 feet in a straight line, then falls at the start of your next turn. For each lightning engine attached, you may program two 45 degree turns during its flight. For each cold engine attached, increase the number of rounds it flies by 1. Creatures in the hand rocket's path must make a Dexterity saving throw or take 3d6 bludgeoning damage. The rocket takes the same amount of damage. If the rocket's hit points are reduced to 0, it and any attached Affect-Engines are destroyed.

At Higher Levels. When you expend a spell slot of 3rd level or higher, increase the rocket's flight distance per round by 300 feet and the damage dealt by 3d6. When you expend a spell slot of 5th level or higher, increase its flight distance per round by an 600 feet and the damage dealt by 6d6.

Frost Cage

Requirements: 4 poles + 1 cold engine

Size: Variable

Using 4 poles with a height between 5 and 10 feet to form the corners of a box, you craft a Medium-sized cage of ice that forms within 1 minute of attaching the cold engine (escape DC 20). The ice has vulnerability to fire, AC 14, and 10 hit points. If you so choose, the cage can have a door with a lock that uses a cold engine as the key. If the cold engine is removed or destroyed, the ice melts within 1 hour.

Each additional cold engine increases the size of the cage by one category, height by 5 feet, escape DC by 1, AC by 2, and hit points by 10.

Home Brewery

Requirements: 50 gp of material + 5 sp of ingredients + 1 flame engine + 1 lightning engine

Size: Small; **Weight:** 60 lbs.

You craft a portable brewery capable of concocting some of your favorite ales, beers, and lagers. Thanks to the mysteries of science, it only takes 72 hours to brew and ferment a single batch of a dozen bottles! When a batch is finished, make a DC 10 Intelligence (brewer's supplies) check. A creature can use an action to chug a bottle, gaining temporary hit points equal to the result of your check - 10 (minimum 1). The creatures must also make a Constitution saving throw (DC 5 + 5 per additional bottle chugged in the last hour) or be poisoned. The temporary hit points and poisoned condition last for 1 hour. A creature already poisoned from your brew gains one level of exhaustion from a failed saving throw.

Portable Forge

Requirements: 1 cart + 150 gp of material + 1 flame engine + 1 cold engine

Size: Large; **Weight:** 500 lbs.

You craft a cart-mounted forge able to serve most of your metalworking needs, used to shape metal and produce finished metal works up to a total value of 100 gp. This forge does not come pre-supplied with raw materials. With a second flame engine and 10 times as much material cost, you can make an immobile master forge that weighs 2,500 lbs. and is able to produce metal works of any value.

Rocket Barding

Requirements: any barding + 1 flame engine + 1 flame engine per mount's size category above Medium

Size: Variable

You can use a bonus action and expend a 1st level slot to activate a mount's rocket barding, allowing it to take the Dash action as a bonus action once on each of its turns. The rocker barding remains active for 1 minute or until you use a bonus action to deactivate it. Each attached cold engine increases the duration by 1 minute. At the GM's discretion, unaccustomed mounts may react poorly to wearing rocket barding.

Rocket-Powered Vehicle

Requirements: 1 cart or sled + 2 flame engines

Size: Large

The vehicle gains a base speed of 40 feet. It cannot be used to Dash or Disengage. Once per turn, the driver can use an action to adjust the speed of the vehicle anywhere from 0 to 40 feet, or use its reaction to hit the brakes and stop the vehicle's movement. At the end of the round a vehicle in motion takes a second movement at the last speed it was set at until it is destroyed, its Affect-Engines are destroyed or removed, or the vehicle moves more than 100 feet from the tinkerer.

By using a flame engine and a lightning engine during its construction, you can make a rocket-powered water vehicle. 