

by Óskar Örn Eggertsson



# Pilot

A Specialization  
for Artificers



Template by Nathanaël Roux

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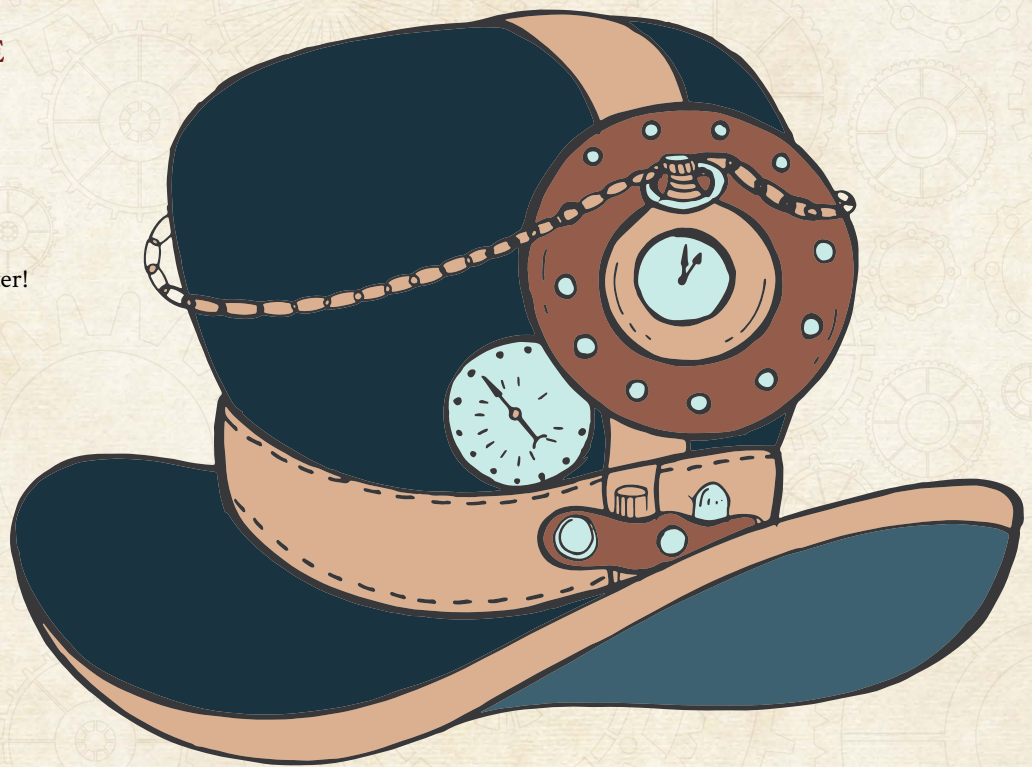
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# PILOT

Artificers combine magic and machinery for their miraculous creations. They create automata, weapons, tools, armor, and all manner of wondrous things. But for some artificers, these things do not give them what they crave. They are too... stationary. These artificers have an itch and a mighty need. They have a need...  
...for speed.

## A NEED FOR SPEED

Pilots specialize in creating mechanical transport that will aid them in long-distance travel. They master the wheel and build modifications to make their personal vehicles harder, better, faster, and stronger. Some even grow bored with the ground and would rather master the heights of the sky or the depths of the sea.

## AN ITCH TO DITCH

Not all pilots yearn for the open road. Some master their vehicular expertise for logistical advantage in the midst of battle. These vehicles can move fast and accurately, allowing the artificer greater movement on the battlefield. Some vehicles can even move up or down steep walls, cross over trenches, and move over obstacles with relative ease. If bad becomes worse, pilots often have the fastest mode of escape.

## SPECIALIZATION FEATURES

When you choose this specialization on your 3rd level as an artificer, you get the following features as you progress in that class as per the Pilot Features table.

### PILOT FEATURES

Artificer Levels	Features
3rd	Tool Proficiency, Pilot Spells, Designated Driver, Mastery Vehicle
5th	Suped-Up Ride, Slam
9th	Burst of Speed, Long-Distance Travel
15th	Master Mechanic

## TOOL PROFICIENCY

When you choose this specialization at 3rd level, you gain proficiency with smith's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

## PILOT SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Pilot Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

### PILOT SPELLS

Artificer Levels	Spells
3rd	<i>expeditious retreat</i> , <i>featherfall</i>
5th	<i>blur</i> , <i>spider climb</i>
9th	<i>fly</i> , <i>haste</i>
13th	<i>freedom of movement</i> , <i>hallucinatory terrain</i>
17th	<i>passwall</i> , <i>wall of stone</i>

## DESIGNATED DRIVER

When you choose this specialization at 3rd level, you've already experimented somewhat with vehicles. You gain proficiency with all land vehicles, water vehicles, and air vehicles.

## MASTERY VEHICLE

At this level, you have a mastery vehicle that you've been working on for a while. You can create this mastery vehicle on your turn as an action. When you create it, you automatically mount the mastery vehicle and it will appear in the space where you are standing. The mastery vehicle is large and anyone else who is within its space is forced to move to the nearest, safe, unoccupied space.

The mastery vehicle has a movement speed of 50 ft., AC 18, and hit points equal to 4 times your level in this class. Once created, the mastery vehicle remains for one hour, until dismissed as a bonus action, until you dismount it as a bonus action or forced off it, until you become unconscious, or until it is destroyed. You can only have one mastery vehicle at a time.

While riding your mastery vehicle, your movement changes to that of your vehicle, and your size counts as being that of your vehicle's for purposes of being grappled. Spells that affect your movement affect the movement of your mastery vehicle as well. When your vehicle disappears for any reason, you safely dismount. Once you've created your mastery vehicle, you can't do so again until you've finished a long rest or until you expend a spell slot of 1st level or higher to do so.



## SUPED-UP RIDE

At 5th level, you learn 2 Infusions that can be used to infuse vehicles but do not count towards the maximum number of Infusions that you know.

Your mastery vehicle can benefit from as many Infusions as your Intelligence modifier but it can only benefit from each Infusion once. Each time you create your mastery vehicle, it is automatically imbued with one of your Infusions but this does not count towards how many Infused items you can have.

### SLAM

You can use your action to slam your mastery vehicle into another creature. You must move at least 20 feet in a straight line and make a Dexterity check with the appropriate vehicle proficiency, against a DC equal to your target's AC. If successful, the target takes 2d12 bludgeoning damage and must succeed on a Strength saving throw against your spell save DC or be knocked prone. If your slam check fails, your target takes half damage and does not need to make a Strength saving throw.

### BURST OF SPEED

At 9th level, if you have not yet moved on your turn, you can expend a spell slot of 1st level or higher to gain a burst of speed. As long as you move in a straight line, your speed and the is doubled until the end of your turn.

## LONG-DISTANCE TRAVEL

You've built your mastery vehicle to travel long distances. When you create your mastery vehicle, its duration is extended to a number of hours equal to your Intelligence modifier. In addition, when you dismount your mastery vehicle as a bonus action or when you are forced off it, the duration does not end early. You can then mount your mastery vehicle again as a bonus action.

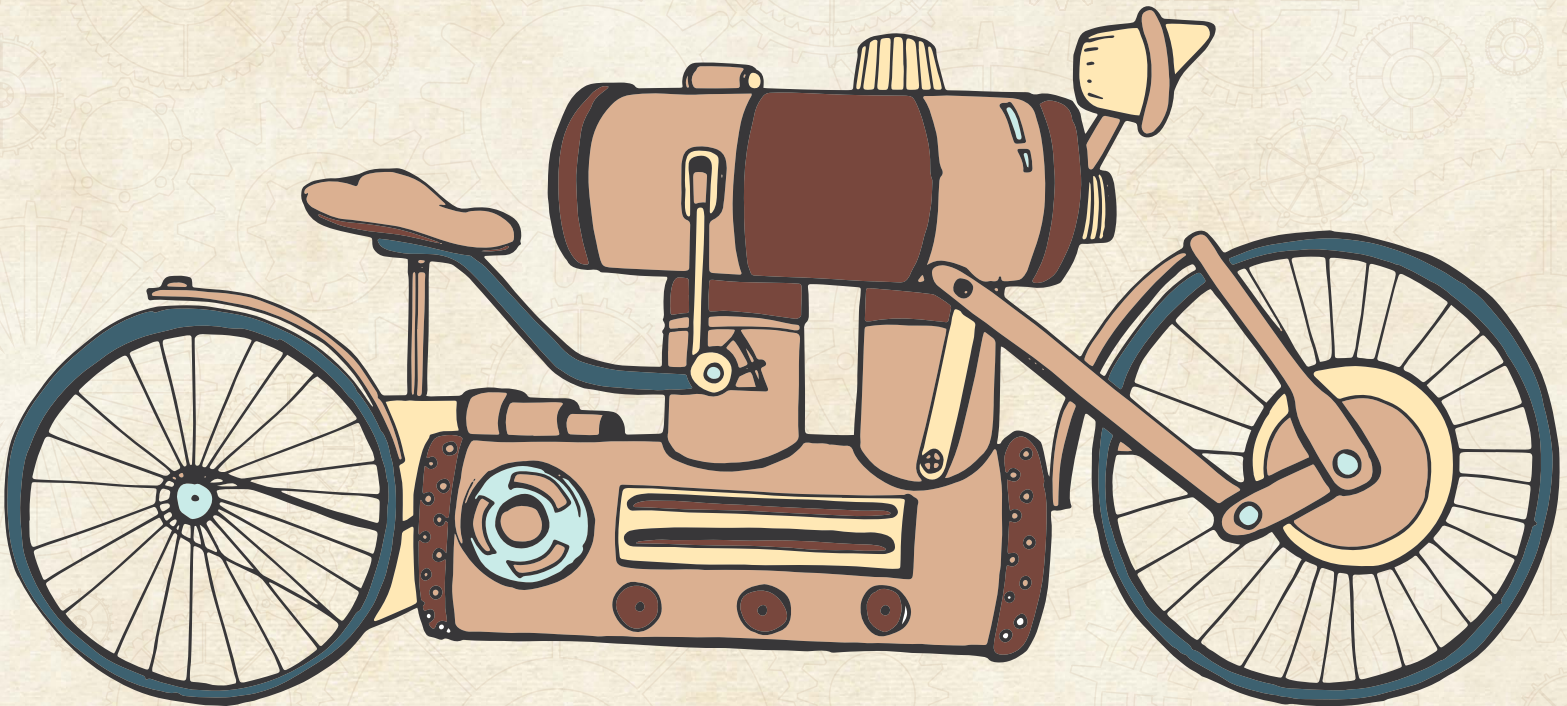
### MASTER MECHANIC

When you reach 15th level of this class, your mastery vehicle has become a legend in its own right, with a master pilot at the helm. You learn additional 2 Infusions that can be applied to vehicles and do not count towards how many Infusions you know, and your mastery vehicle is created with as many Infusions imbued as your Intelligence modifier. These Infusions do not count towards your maximum number of Infused items.

Your mastery vehicle has a base movement speed of 70 ft., a base AC of 20, and a base number of hit points equal to 5 times your level in this class.

## INFUSIONS

The Infusions listed here are specifically created with vehicles in mind. Many of them reference the vehicle's driver. In this case, the driver refers to the person who is controlling the vehicle, regardless of the vehicle's type. When an Infusion requires attunement by the vehicle's driver, it means the



vehicle can only benefit from the Infusion when the person who is attuned to it is in control of the vehicle.

### AERIAL OPERATION MODE

*Prerequisite: 6th-level artificer*

*Item: Vehicle (requires attunement by the vehicle's driver)*

You give a vehicle flight speed equal to its regular speed. If this Infusion stops working for any reason, the vehicle will start falling towards the ground.

### AUTOMATED SELF-REPAIR SYSTEM

*Prerequisite: 6th-level artificer*

*Item: Vehicle (requires attunement by the vehicle's driver)*

You imbue the vehicle with the ability to repair itself automatically every turn. The vehicle regains 5 hit points at the start of its driver's turn unless it has 0 hit points. When you reach 10th level of this class, the vehicle regains 10 hit points every turn.

When you imbue a vehicle, choose one type of damage that the vehicle is not immune or resistant to. On any turn that it takes damage of the chosen type, it loses this feature.

### HYDRO-SURFACE LOCOMOTION SYSTEM

*Item: Vehicle (requires attunement by the vehicle's driver)*

You imbue a vehicle with the ability to travel over water and liquid. As long as it does not end its turn over water, it will not sink.

### LIQUID IMMERSION CAPACITATOR

*Prerequisite: 6th-level artificer*

*Item: Vehicle (requires attunement by the vehicle's driver)*

You grant a vehicle the ability to travel underwater. It has a swim speed equal to its regular speed. In addition, the vehicle has 4 charges. Spending one charge allows all the passengers to breathe underwater for 3 hours. The vehicle regains 1d4 charges every morning at dawn.

### PASSENGER-SHIELDING OPERATION

*Prerequisite: 6th-level artificer*

*Item: Vehicle (requires attunement by the vehicle's driver)*

You imbue a vehicle with this Infusion. Once per day, the driver can activate it to create an arcane shield that covers the entire vehicle. The vehicle, its driver, and all passengers onboard get a +3 bonus to their AC for the next 10 minutes against all attacks made from outside the vehicle. This AC bonus does not apply against attacks made by other passengers or the driver. The vehicle regains the use of this Infusion whenever the driver finishes a long rest.

### STRUCTURAL RESISTANCE ENHANCEMENT

*Prerequisite: 6th-level artificer*

*Item: Vehicle*

Your infusion clads the vehicle in protective energy. It has resistance to bludgeoning, piercing, and slashing damage that is not magical, and one other damage type of your choice.

### VEHICULAR ARMAMENT ADDITION

*Item: Vehicle*

You arm the vehicle with a magic ballista that deals 1d10 force damage on a successful hit. You attack with this ballista with your Intelligence + your proficiency with the appropriate vehicle. At 10th level, the force damage increases to 2d10 on a successful hit.

### VEHICULAR CAMOUFLAGE MECHANISM

*Item: Vehicle (requires attunement by the vehicle's driver)*

You infuse the vehicle with a cloaking feature that will turn the vehicle and its passengers invisible for a limited time. This infusion has 4 charges and spending one charge will make the vehicle and its passengers invisible for one minute, as if the spell *invisibility* had been cast on them. This effect ends early if the vehicle or its passengers attack anyone who is not on the vehicle or if they cast a spell. Passengers on the vehicle can see each other and the vehicle as translucent shadows. The vehicle regains 1d4 charges every morning at dawn.

### VELOCITY ENHANCEMENT

*Item: Vehicle*

When applied to a vehicle, the vehicle's speed increases by 20 feet. At 10th level, this increase in speed becomes 40 feet.

### VERTICAL LOCOMOTION DRIVE

*Item: Vehicle (requires attunement by the vehicle's driver)*

You imbue a vehicle with the ability to ride on vertical surfaces. It can only do so as long as it is moving and if it stops or ends its turn on a vertical surface it will fall.

