

# INDUSTRIALIST

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HARNESS YOUR CREATIVE SIDE, WITH THIS NEW GLASS  
FOR THE WORLD'S GREATEST ROLEPLAYING GAME.

# INDUSTRIALIST

A human female dressed in a long, flowing leather coat rides through the center of a busy thoroughfare, her cart being pulled ahead without any horses in sight. Strange metallic pipes and intermingling cogs adorn the underside of the cart, and constant puffs of steam can be seen rising from the vehicle. People begin gathering around her in amazement as she controls the cart to a gentle stop. She stands at the top of her cart and begins preaching tales of the future, a future she desires to see to fruition.

A gnome in thick leather armor sneaks quietly through a goblin camp at night, silently placing small glowing metallic cylinders on the inside of his enemies tents. He makes his quiet exit from the camp and sits patiently behind a large tree a few hundred feet away. Huge explosions light the night sky as the goblins are blown to smithereens, the screams of the goblinoids echoing throughout the forest. The Gnome draws a multi-barrelled metallic cannon from his back, loads a similar small glowing cylinder into the back and begins firing steel bullets at any of the goblins fleeing the camp.

A man walks proudly through the street donning a set of armor like none seen before. The armor set has pipes, pulleys and an intricate system of clockwork machinery that runs underneath the layers of steel. He sees a man struggling to push a cart up ahead, and briskly makes his way over. Without strain the armored man lifts both the cart, and the man over his shoulders and ushers him to his desired destination.

All of these heroes are examples of industrialists. People who use their knowledge of technology, and the ability to innovate to assist them in daily life, battle and to ultimately shape the future of the world in their vision.

## DISCOVERING POWER

The technology industrialists utilise would be useless junk without some kind of power source to fuel it. Some industrialists discover their power source through years of hard study and experimentation. Perhaps having found a way to harness the powers of steam, or combustion in order to fuel their inventions.

Some uncover power in the ruins of forgotten civilisations, perhaps uncovering ancient batteries or power cells, and gaining the ability to replicate their design through intense trial and error.



## INDUSTRIALIST

Level	Proficiency Bonus	Features	Power Charges	Charge Potency
1st	+2	Uncovered Energy, Power Charges, Industrious Inventor	3	2d6
2nd	+2	Journeyman, Knowledge Sponge	4	2d6
3rd	+2	Industrial Vision, Power Refill	5	3d6
4th	+2	Ability Score Improvement	5	3d6
5th	+3	Power Surge (2d6), Quick Thinking	6	3d6
6th	+3	Industrial Vision feature	6	4d6
7th	+3	Scientific Power	6	4d6
8th	+3	Ability Score Improvement	7	4d6
9th	+4	Fail Safe (one use)	7	4d6
10th	+4	Industrious Inventor improvement, Weathered Toughness	7	4d6
11th	+4	Industrial Vision feature	8	5d6
12th	+4	Ability Score Improvement	8	5d6
13th	+5	Fail Safe (two uses)	8	5d6
14th	+5	Power Surge (3d6)	9	5d6
15th	+5	Energy Absorption	9	5d6
16th	+5	Ability Score Improvement	9	6d6
17th	+6	Industrious Vision feature	10	6d6
18th	+6	Tricks Of The Trade, Fail Safe (three uses)	10	6d6
19th	+6	Ability Score Improvement	10	6d6
20th	+6	Perfection	12	7d6

## CLASS FEATURES

As an Industrialist, you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d8 per Industrialist Level

**Hit Points at 1st Level:** 8 + Your Constitution Modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per industrialist level after 1st

### PROFICIENCIES

**Armor:** Light armor, shields

**Weapons:** Simple weapons

**Tools:** Tinker's tools, smith's tools

**Saving Throws:** Intelligence, Constitution

**Skills:** Choose two from History, Insight, Investigation, Persuasion and Sleight of Hand.

### EQUIPMENT

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

- (a) padded armor and a shield or (b) leather armor, a light crossbow, and 20 bolts
- (a) explorer's pack or (b) dungeoneer's pack
- Tinker's Tools, smith's tools, 3 power charges, a holding device and a dagger

### QUICK BUILD

You can make an Industrialist quickly by following these suggestions. First, Intelligence should be your highest attribute, followed by Strength or Dexterity, depending on whether you want to focus on melee weaponry or ranged weaponry. Second, choose the Guild Artisan background.

## UNCOVERED ENERGY

The energy source you've discovered could take many forms. Perhaps you've discovered a way to harness the power of steam, or maybe you stumbled upon a strange aberrant power source from the Far Realms. Discuss with your Dungeon Master what energy source is fueling your power charges.

At 1st level, you can choose what kind of energy fuels your power charges. This determines what type of damage your power charges will do and a number of other things within the Industrialist class.

Energy Example	Damage Type
Combustion/ Steam	Fire damage
Alien Technology	Force damage
Ancient Battery	Acid damage
Electricity	Lightning damage
Dark Matter	Necrotic damage
Ultrasonic Sound	Thunder damage
Solar Power/ Divine Energy	Radiant damage

## POWER CHARGES

You have learned how to harness energy into a small hand held charge. Beginning at 1st level you have 3 power charges, as an action on your turn you can expend one charge and throw it at a target within 30 feet of you. Roll a d6, on a 2 or higher the charge explodes and anyone within 5 feet of the charge must make a Dexterity saving throw. Taking damage equal to an amount shown on the *Charge Potency* column of the Industrialist Table on a failure and half as much on a success.

**Power Charge save DC** = 8 + your Intelligence modifier + your proficiency bonus.

If the charge doesn't explode, reroll the d6 at the beginning of your next turn and every turn thereafter. Alternatively, you can use a bonus action to collect the charge and stabilize it, adding it back to your holding device.

The number of charges and damage of your power charges increases as you gain levels in this class, as shown in the *Power Charges* and *Charge Potency* column of the Industrialist table.

You regain all expended power charges after finishing a long rest.

Your power charges are stored in a holding device you have created to keep them safe and stable. This holding device can hold an amount of power charges equal to the amount shown on the *Power Charge* column of the Industrialist table. It also contains any tools needed to create additional charges. If your holding device is lost or destroyed, you can spend 1 day and 100 gp creating a new one.

Any power charges removed from the holding device degrade rapidly and lose power after 8 hours, returning them to the holding device stabilizes them and keeps them from losing power.

## INDUSTRIOUS INVENTOR

Starting at 1st level, you have thought up a myriad of different inventions you could create that utilize your power charges and have managed to successfully craft your first invention, choose one item from the *Basic Inventions* table below.

You gain access to the *Basic Inventions* table and can spend the time and gold requirement to craft additional items from that table.

You gain proficiency with any invention you craft.

At 10th level, you've made a breakthrough. You have managed to craft your most intricate item to date, choose one item from the *Advanced Inventions* table below. This reflects long hours of study, trial and experimentation done during your down time.

You gain access to the *Advanced Inventions* table and can spend the time and gold requirements to craft additional items from that table.

## JOURNEYMAN

You've dabbled in just about every craft you have come across, hoping to get the edge needed to advance your inventing to the next level.

Beginning at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check using artisan's tools that you aren't proficient with.

## KNOWLEDGE SPONGE

At 2nd level, you have an uncanny knack for analyzing and retaining information. During a short rest, you can spend time learning the basics of one skill you are not proficient in. To do this you must have an ally willing to teach you within 10 feet who is proficient in the skill and you share a language with. Until you finish a long rest, you can add your proficiency bonus to a number of ability checks you make using that skill equal to your Intelligence modifier.

You can use this feature once, and regain the ability to do so after finishing a long rest.

### ADD YOUR OWN FLAVOUR!

The Industrialist class was made to be easily flavourable and changed to be able to fit in most campaign settings. Discuss with your DM what your inventions will look like. Don't be afraid to get creative and really make this class your own!

## INDUSTRIAL VISION

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Choose an industrial vision, which best describes your ideals, and how you wish to shape your inventions for the future: Futurist, War Tinker or Enhancer. all detailed at the end of the class description.

Your choice grants you features when you choose it at 3rd level and again at 6th, 11th and 17th level.

## POWER REFILL

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At 3rd level, you gain the ability to refill the energy in a number of your power charges. During a short rest, you can choose to regain a number of power charges equal to your proficiency bonus.

After you use this feature, you can't use it again until you complete a long rest.

## ABILITY SCORE IMPROVEMENT

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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. As normal, you can't increase an ability score above 20 using this feature.

## POWER SURGE

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At 5th level, you have learned to dangerously push the limits of your power charges and temporarily increase the potency. Once per turn, you can increase the *charge potency* of one power charge by 2d6, this lasts until the end of your turn.

When you do so, roll a d6, on a 1 the charge detonates immediately, anyone within 5 feet of the you must make a Dexterity saving throw or take damage equal to half your *charge potency* plus the additional 2d6 on a failure. You automatically take damage equal to your *charge potency* plus the additional 2d6.

When you reach 14th level, you can increase your *charge potency* by 3d6 when you use this feature.

## QUICK THINKING

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At 5th level, you add your Intelligence modifier to your initiative.

Additionally, as a bonus action, until the start of your next turn, you can add half your Intelligence modifier (rounded down) to any Dexterity saving throw you make.

## SCIENTIFIC POWER

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At 7th level, your inventions may not be magical, but their intricate design and the energy flowing through them allows you to overcome resistances. Attacks you make with inventions with the *powered* property count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

## FAIL SAFE

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At 9th level, you have developed a fail safe for your power charges and can ensure their efficiency. When you roll your *charge potency* dice, you can reroll a number of dice equal to your Intelligence modifier. If you do so, you must use the new rolls and you can't use this feature again until you finish a short or long rest.

You can use this feature twice between rests starting at 13th level and three times between rests starting at 18th level.

## WEATHERED TOUGHNESS

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At 10th level, your skin is weathered from trial and error with your many experiments. You gain resistance to the damage type chosen by your *uncovered energy* feature.

## ENERGY ABSORPTION

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Starting at 15th level, your body has become so used to taking blasts of energy from your failed experiments that your natural structure has begun to shift and adapt to that element. Once per long rest, when you would take damage from the damage type of your *uncovered energy* feature, you can choose to take no damage instead.

## TRICKS OF THE TRADE

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At 18th level, you've learned to cut the cost and time needed to create your inventions without it affecting the quality.

The crafting time and crafting price for creating a *powered* invention is halved.

## PERFECTION

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At 20th level, you've mastered your craft and have perfected your energy source.

- Your power charges now degrade and lose power after 7 days.
- When using the *power surge* feature, there's no longer a chance of the power charge detonating. Instead, if you roll a 1, you fail to gain the additional 2d6 to your *charge potency*.

Additionally, you have advantage on any ability check made using tools.

## INDUSTRIAL VISION

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Each industrialist strives to innovate, invent, and ultimately shape the very future before them. There are many different paths for an industrialist to strive towards. Each industrialist will have their own vision for how they want to future of the world to look. These paths take form in Industrialist Visions, your choice of vision is a reflection of your focus and goals.

## FUTURIST

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You have dreams of a bright future, filled with technology, wonder, and innovation. Whether it be for wealth, power, or fame, you want the entire world delighting in the technology that you pioneer. You desire to make the world an easier, and more accessible place.

### WIRELESS POWER

At 3rd level when you choose this industrial vision, you gain the ability to transmit power wirelessly to your creations. You no longer need to load a power charge into an invention to power it, so long as your holding device contains power charges and is within *wireless range* of the invention you desire to power, it will function normally.

**Wireless Range** = Intelligence modifier x 10-feet.

As a bonus action, you can select an invention within *wireless range* of your holding device, and give it power.

Additionally as a bonus action, you can stop powering an invention and select a new invention within *wireless range* to receive power.

You can only power a number of inventions equal to the amount of power charges you have remaining in your holding device.

### UNIQUE CRAFTING

At 3rd level, you gain access to the *Futurist Inventions table* and can spend the time and gold requirements to craft items from that table.

### CAPABLE TUTOR

Beginning at 6th level, you can spend part of a long rest teaching one allied creature with an Intelligence score of 10 or higher how to use one of your inventions. Doing so allows them to add their proficiency bonus to any attack rolls, or ability checks made whilst using the invention.

The allied creature can only gain proficiency with one of your inventions at a time. Teaching them how to use another invention removes their proficiency with the previous invention.

### FAST FINGERS

At 11th level, you have learned how to quickly change between your inventions, using them in rapid succession. You can take the Use an Object action as a bonus action.

### RENEWABLE ENERGY

At 17th level, when you use the *overcharge* property of one of your inventions, roll a DC 20 Intelligence check. On a success, your power charge does not lose power and continues to function normally.

## WAR TINKER

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Traditional war and battle has grown mundane to you, your creativity is spent coming up with new and exciting ways to change the battlefield, and ultimately gain any possible advantage over your foes with the aid of your technology. You desire nothing but complete combat superiority, and believe your power source and inventions to be the thing that will give you that.

## READY FOR BATTLE

Beginning at 3rd level when you choose this industrial vision, you gain proficiency in medium armor, heavy armor, and martial weapons.

### UNIQUE CRAFTING

At 3rd level, you gain access to the *War Tinker Inventions table* and can spend the time and gold requirements to craft items from that table.

### POWERFUL CHARGES

At 6th level, you've tinkered and toyed with your power charges, and have optimised their destructive capabilities. When one of your power charges explodes, anyone within 10-feet of the charge must make the Dexterity saving throw.

Additionally, once per turn you can make your power charges or inventions deal additional damage equal to your Intelligence modifier.

### RAPID ONSLAUGHT

At 11th level, you can attack twice, instead of once, when you take the Attack action on your turn. One of these attacks can be spent reloading an invention with the *reload* property.

### WAR LORD

At 17th level, you've endured countless battles and can find easier openings in your targets defences to land devastating blows. Your weapon attacks score a critical hit on a roll of 19 or 20.



## ENHANCER

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You believe that if the future is to be reached, the beings of the world first must be enhanced and capable of overcoming any challenges that may arise, whatever those may be. You pour your ingenuity into creating an exoskeleton like suit of armor that will augment natural capabilities.

### ENHANCER ARMOR

Starting at 3rd level when you choose this industrial vision, you gain proficiency in heavy armor, and you have invented a exoskeleton structure as the base for a unique set of heavy armor with the following statistics:

- The armor gives you a base AC of 13.
- Your carrying capacity is doubled, including maximum load and maximum lift.
- The armor does not have a strength requirement.
- The armor imposes disadvantage on stealth checks.
- Donning and doffing the armor only takes 1 minute.
- You gain an additional +1 to AC for every *augment* enhancer invention you have affixed to your armor and powered.

Inventions crafted with the *augment* property can be attached to the armor, giving you additional benefits.

Doing so requires you to spend a short rest or part of a long rest affixing the new inventions to your *enhancer armor*. Additionally you can remove any pre-existing inventions and swap them for a different

Inventions crafted from the *Enhancer Inventions table* will all have the *augment* property, inventions with the *augment* property will have one of the following body parts in brackets next to it.

- **Head**
- **Arms**
- **Hands**
- **Body**
- **Legs**
- **Feet**

Your armor can have up to six inventions attached to it. However you are unable to attach an invention if you already have an invention with the same *augment* property affixed to the armor.

Inventions with the *augment* property require power charges to function, but unlike other inventions, do not cause your charges to lose power and become unusable when a power charge is removed from them.

If your *enhancer armor* is lost or destroyed, you can spend 5 days crafting a new set for 500gp. This set does not include any enhancer inventions you had affixed to your previous set.

### UNIQUE CRAFTING

At 3rd level, you gain access to the *Enhancer Inventions table* and can spend the time and gold requirements to craft items from that table.

## METAL FORTITUDE

At 6th level, the intricate protective layers and flowing energies of your armor are well equipped to protect you from harm. As a reaction, when you are wearing your *enhancer armor*, and an attacker you can see hits you with an attack, you can reduce the damage by an amount equal to your *charge potency*. You can use this feature a number of times equal to half your proficiency modifier (rounded down), and regain all expended uses after finishing a long rest.

### VOLTAIC RESIDUE

Starting at 11th level, your armor can draw excess energy from your charge bag and use it to safely increase power in your inventions.

When you are wearing your *enhancer armor*, you can use the *overcharge* property of one of your *augment* property inventions without expending a power charge. You can use this feature once, and regain the ability to do so after finishing a long rest.

### STURDY FRAMEWORK

At 17th level, you have gone through many iterations and changes of your *enhancer armor* and have uncovered a way to increase the stability and strength of the frame.

When wearing your *enhancer armor*, you gain proficiency in Strength saving throws and are immune to effects that would knock you prone or move you against your will.

## SPECIAL WEAPON PROPERTIES

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**Reload.** This weapon can be fired a number of times equal to its reload score before you must spend an action to reload it.

**Powered.** The invention requires a power charge to operate, without a power charge the invention is useless and inoperable. If the invention has another weapon or object in brackets next to this property, it functions as that item when unpowered.

As a bonus action, you can load a power charge into the invention. It then begins to operate as described. Removing a power charge from an invention causes the power charge to lose power and become unusable.

**Overcharge.** As a bonus action, you can cause the power charge to exert maximum power. Your next attack deals additional damage equal to an amount shown on the *Charge Potency* column of the Industrialist Table. Using the *overcharge* property of an invention causes the power charge to lose power and become unusable.

A wondrous item that has the *overcharge* property functions differently from a weapon with the *overcharge* property. The *overcharge* effect of a wondrous item will be listed in the item's description underneath the invention tables.

## BASIC INVENTIONS

Name	Type	Damage	Crafting Time	Crafting Price	Properties	Weight
Power Hammer	Melee Weapon	1d8 Bludgeoning	21 days	375gp	Finesse, light, powered (light hammer), overcharge	5 lb.
Arrow Cannon	Ranged Weapon	1d10 Piercing	14 days	300gp	Ammunition (range 120/250), two-handed, loading, powered, overcharge	8 lb.
Shot Cannon	Ranged Weapon	1d12 Bludgeoning	14 days	300gp	Ammunition (range 60/120), two-handed, loading, powered, overcharge	4 lb.
Energy Staff	Melee Weapon	1d10 Bludgeoning	12 days	150gp	Two-handed, powered (quarterstaff), overcharge	8 lb.
Charge Catapult	Ranged Weapon	~	7 days	150gp	Ammunition (range 120)	1 lb.
Rotating Blade	Melee Weapon	3d4 Slashing	17 days	300gp	Two-handed, heavy, powered, overcharge	12 lb.
Energy Lantern	Wondrous Item	~	5 days	250gp	Powered, overcharge	2 lb.
Grappling Hook Cannon	Wondrous Item	~	7 days	300gp	Ammunition (range 120/250), loading, powered	6 lb.
Rope Sailer	Wondrous Item	~	4 days	150gp	Powered, overcharge	1 lb.
Fall Cushion	Wondrous Item	~	7 days	300gp	Powered	3 lb.

## ADVANCED INVENTIONS

Name	Type	Damage	Crafting Time	Crafting Price	Properties	Weight
Beam Rifle	Ranged Weapon	2d6 damage	22 days	575gp	Two-handed (range 60/120), powered, overcharge	8 lb.
Shoulder-Mounted Stone Hurler	Ranged Weapon	3d4 Bludgeoning	20 days	575gp	Ammunition (range 120/250), two-handed, heavy, loading, powered	25 lb.
Extending Spear	Melee Weapon	1d10 Piercing	12 days	225gp	Two-handed, reach, powered (spear)	8 lb.
Power Gauntlet	Melee Weapon	2d4 Bludgeoning	19 days	350gp	Finesse, light, powered, overcharge	3 lb.
Light Automated Flail	Melee Weapon	1d12 Bludgeoning	23 days	275gp	Finesse, powered, overcharge	2 lb.
Propelled Great Axe	Melee Weapon	2d6 Slashing	20 days	300gp	Heavy, two-handed, powered (great axe), overcharge	12 lb.
Power Glider	Wondrous Item	~	20 days	800gp	Powered	20lb.
Water Stream Cannon	Wondrous Item	1 Bludgeoning	7 days	350gp	Two-handed, ammunition (range 60/120), loading, powered	15 lb.
Power Lock	Wondrous Item	~	2 days	150gp	Powered	1 lb.
Hand-held Water Propulsion Rod	Wondrous Item	~	7 days	500gp	Two-handed, powered, overcharge	4 lb.



## FUTURIST INVENTIONS

Name	Type	Damage	Crafting Time	Crafting Price	Properties	Weight
Net Launcher	Ranged Weapon	1 Bludgeoning	10 days	250gp	Two-handed, ammunition (range 60/120), loading, powered	12 lb.
Powered Door	Wondrous Item	~	10 days	300gp	Powered	35 lb.
Powered Trap Door	Wondrous Item	~	8 days	200gp	Powered	20 lb.
Cart Automation System	Wondrous Item	~	20 days	1200gp	Powered, overcharge	100 lb.
Chariot Automation System	Wondrous Item	~	15 days	900gp	Powered, overcharge	70 lb.
Heat Generator	Wondrous Item	—	12 days	500gp	Powered, overcharge	15 lb.
Music Box	Wondrous Item	~	10 days	300gp	Powered, overcharge	6 lb.
Water Purifier	Wondrous Item	~	15 days	400gp	Powered	4 lb.
Extending Ladder	Wondrous Item	~	7 days	350gp	Powered	20 lb.
Wings of Flight (A)	Wondrous Item	~	25 days	1500gp	Powered, overcharge	30 lb.
Hand-held Aerial Screw	Wondrous Item	~	15 days	750gp	Powered	15 lb.

## WAR TINKER INVENTIONS

Name	Type	Damage	Crafting Time	Crafting Price	Properties	Weight
Rotating Battle Cannon	Ranged Weapon	2d6 Piercing	20 days	775gp	Ammunition (range 120/250), reload 8, two-handed, powered	20 lb.
Power Charge Detonation Timer	Wondrous Item	~	2 days	150gp	Ammunition, powered	1 lb.
Heavy Cannon (A)	Ranged Weapon	2d10 Piercing	31 days	725gp	Ammunition (range 250/500), reload 1, heavy, two-handed, powered, overcharge	25 lb.
Beam Knife	Melee Weapon	1d10 Damage	28 days	600gp	Finesse, light, powered, overcharge	1 lb.
Power Charge Trip Wire	Wondrous Item	~	2 days	100gp	Ammunition, powered	2 lb.
Pulse Shield	Wondrous Item	~	10 days	400gp	Powered (shield), overcharge	10 lb.
Gnasher Gauntlet	Melee Weapon	2d6 Piercing	14 days	225gp	Powered, overcharge	
Siege Maul	Melee Weapon	2d8 Bludgeoning	22 days	375gp	Two-Handed, heavy, powered (maul), overcharge	15 lb.

## ENHANCER INVENTIONS

Name	Type	Damage	Crafting Time	Crafting Price	Properties	Weight
Gripping Gauntlets	Wondrous Item	~	5 days	300gp	Powered, overcharge, augment (hands)	5 lb.
Extending Fists	Wondrous Item	~	5 days	400gp	Reach, powered, augment (hands)	10 lb.
Fingers of Finesse	Wondrous Item	~	7 days	650gp	Powered, overcharge, augment (hands)	2 lb.
Herculean Rerebrace	Wondrous Item	~	10 days	500gp	Powered, overcharge, augment (arms)	15 lb.
Speeding Spaulders	Wondrous Item	~	12 days	650gp	Powered, overcharge, augment (arms)	12 lb.
Gleaming Pauldrons	Wondrous Item	~	18 days	1000gp	Powered, overcharge, augment (arms)	8 lb.
Water Breathing Helm	Wondrous Item	~	15 days	700gp	Powered, augment (head)	3 lb.
Visor of Clear Focus	Wondrous Item	~	10 days	400gp	Powered, overcharge, augment (head)	5 lb.
Insulated Cap and Mask	Wondrous Item	~	12 days	500gp	Powered, augment (head)	6 lb.
Charge Blast Carapace	Wondrous Item	~	12 days	800gp	Powered, overcharge, augment (body)	20 lb.
Flight Pack <b>(A)</b>	Wondrous Item	~	20 days	1000gp	Powered, overcharge, augment (body)	30 lb.
Impact Compensating Cuirass	Wondrous Item	~	10 days	550gp	Powered, overcharge, augment (body)	25 lb.
Legs of the Charger	Wondrous Item	~	12 days	700gp	Powered, overcharge, augment (legs)	20 lb.
Jumpers Greaves	Wondrous Item	~	10 days	650gp	Powered, augment (legs)	20 lb.
Spiked Sabaton	Wondrous Item	~	7 days	300gp	Powered, overcharge, augment (feet)	8 lb.
Brisk Boots	Wondrous Item	~	10 days	600gp	Powered, overcharge, augment (feet)	5 lb.



# CUSTOM INVENTION GUIDE

The tables below serve as guidelines for you to create your own custom inventions. Add up the price and time requirements of your creation and begin the process of building and outfitting your Industrialist with one of a kind unique gear.

These tables only assist in creating the mechanics and properties of your inventions. Discuss with your DM how your invention will look and function.

Note that all Industrialist inventions created from these tables automatically gain the *Powered* property.

Any option from the tables below with **(A)** next to it is an advanced option and can't be chosen until unlocking the *Advanced Inventions* table at 10th level.

Any options from the table below with **(WT)** next to it is an option only available to the War Tinker.

Note that all Industrialist ranged weapons from these tables automatically have the *Loading* property. Adding the *Reload* property to a ranged weapon removes the *Loading* property.

## MELEE WEAPON

**Damage (choose one)**    **Crafting Time +**    **Crafting Price +**

1d4	+1 day	+50gp
1d6	+3 days	+75gp
1d8	+5 days	+100gp
1d10	+7 days	+125gp
1d12	+9 days	+150gp
2d4	+5 days	+125gp
2d6	+9 days	+175gp
2d8 <b>(WT)</b>	+12 days	+250gp
2d10 <b>(A) (WT)</b>	+15 days	+300gp
3d4	+10 days	+200gp

Damage Type (choose 1)	Crafting Time +	Crafting Price +
Bludgeoning	+0 days	+0gp
Piercing	+0 days	+0gp
Slashing	+0 days	+0gp
Uncovered Energy Damage Type <b>(WT)</b>	+7 days	+300gp

**Special (choose up to 5)**    **Crafting Time +**    **Crafting Price +**

<i>Overcharge</i> property	+5 days	+50gp
<i>Reach</i> property	+3 days	+75gp
<i>Light</i> property	+4 days	+75gp
<i>Finesse</i> property	+5 days	+100gp
<i>Heavy</i> property	+0 days	-25gp
<i>Two-handed</i> property	+0 days	-25gp

Special (choose up to 5)	Crafting Time +	Crafting Price +
<i>Thrown</i> property <b>(WT)</b>	+2 days	+50gp
Double damage vs. structures	+2 days	+75gp
<i>Other</i> (Discuss with DM)	+___ days	+___gp

## RANGED WEAPON

**Damage (choose one)**    **Crafting Time +**    **Crafting Price +**

1d4	+0 day	+0gp
1d6	+1 days	+50gp
1d8	+3 days	+100gp
1d10	+5 days	+150gp
1d12	+7 days	+200gp
2d4	+5 days	+125gp
2d6	+8 days	+225gp
2d8 <b>(WT)</b>	+12 days	+275gp
2d10 <b>(A) (WT)</b>	+15 days	+325gp
3d4	+8 days	+250gp

Damage Type (choose 1)	Crafting Time +	Crafting Price +
Bludgeoning	+0 days	+0gp
Piercing	+0 days	+0gp
Slashing	+0 days	+0gp
Uncovered Energy Damage Type <b>(A)</b>	+7 days	+350gp

**Range (choose 1)**    **Crafting Time +**    **Crafting Price +**

30/60	+0 days	+50gp
60/120	+2 days	+100gp
120/250	+4 days	+150gp
250/500 <b>(A)</b>	+7 days	+200gp
500/750 <b>(A) (WT)</b>	+10 days	+250gp

**Special (choose up to 5)**    **Crafting Time +**    **Crafting Price +**

<i>Overcharge</i> property	+5 days	+50gp
<i>Light</i> property <b>(A)</b>	+4 days	+75gp
<i>Heavy</i> property	+0 days	-100gp
<i>Two-handed</i> property	+0 days	-50gp
<i>Reload</i> property <b>(WT)</b>	+1 day x reload score	+50gp x reload score
Double damage vs. structures	+2 days	+50gp
<i>Other</i> (Discuss with DM)	+___ days	+___gp

# INVENTION DESCRIPTIONS

## ARROW CANNON

*Weapon (ranged), basic invention*

When powered, deals 1d10 piercing damage, requires arrows to be used as ammunition. Regular Overcharge property function.

## BEAM KNIFE

*Weapon (melee), war tinkerer invention*

When powered, deals 1d10 of the type of damage chosen in your Uncovered Energy feature. Regular Overcharge property function.

## BEAM RIFLE

*Weapon (ranged), advanced invention*

When powered, deals 2d6 of the type of damage chosen in your Uncovered Energy feature. Regular Overcharge property function.

## BRISK BOOTS

*Wondrous item, enhancer invention*

When powered and affixed to Enhancer Armor, your Enhancer Armor no longer imposes disadvantage on Stealth checks.

**Overcharge:** Advantage on Dexterity saving throws for the next minute.

## CART AUTOMATION SYSTEM

*Wondrous item, futurist invention*

You can spend 8 hours affixing this invention to a cart or carriage. Once it is installed the vehicle can be steered and moves at a speed of 40 ft without the requirement of horses or other beasts of burden to pull the vehicle.

**Overcharge:** Movement speed is doubled for the next hour.

## CHARGE BLAST CARAPACE

*Wondrous item, enhancer invention*

When powered and affixed to Enhancer Armor, deals an amount of damage equal to your proficiency modifier of the type of damage type chosen in your Uncovered Energy feature to any creature within 5 feet that hits you with an attack roll.

**Overcharge:** All creatures within 20 feet of you must succeed on a Dexterity saving throw or take damage equal to your Charge Potency.

## CHARGE CATAPULT

*Weapon (ranged), basic invention*

Requires power charges to be used as ammunition. Can throw a power charge as far as 120 feet.

## CHARIOT AUTOMATION SYSTEM

*Wondrous item, futurist invention*

You can spend 8 hours affixing this invention to a chariot. Once it is installed the vehicle can be steered and moves at a speed of 80 ft without the requirement of horses or other beasts of burden to pull the vehicle.

**Overcharge:** Movement speed is doubled for the next hour.

## ENERGY LANTERN

*Wondrous item, basic invention*

When powered, sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

**Overcharge:** All creatures within 100 feet that can see the energy lantern must succeed on a Constitution saving throw or be blinded for the next minute. An affected creature can reroll the saving throw at the end of each of their turns, ending the effect on a success.

## ENERGY STAFF

*Weapon (melee), basic invention*

When powered, deals 1d10 bludgeoning damage. Functions as a regular quarterstaff when unpowered. Regular Overcharge property function.

## EXTENDING FISTS

*Wondrous item, enhancer invention*

When powered and affixed to Enhancer Armor, when you make a melee attack on your turn, your reach for it is 5 feet greater than normal.

## EXTENDING LADDER

*Wondrous item, futurist invention*

Appears to be a 1-foot ladder. When powered, extends up to 30 feet in length.

## EXTENDING SPEAR

*Wondrous item, advanced invention*

Appears to 1-foot length of pole affixed with a spear head. When powered, deals 1d10 piercing damage and extends up to 10-feet.

## FALL CUSHION

*Wondrous item, basic invention*

When powered, expands and softens an impact caused by a fall, reducing fall damage by 1d10 x Intelligence modifier.



## FINGERS OF FINESSE

*Wondrous item, enhancer invention*

When powered and affixed to Enhancer Armor, you can add your proficiency bonus to all Dexterity skill checks that require the use of your hands.

**Overcharge:** Your Dexterity score is increased to 19, unless it is already higher, for the next minute.

## FLIGHT PACK

*Wondrous item, enhancer invention*

When powered and affixed to Enhancer Armor, you gain a fly speed equal to your current walking speed.

**Overcharge:** Fly speed is doubled for the next minute.

## GLEAMING PAULDRONS

*Wondrous item, enhancer invention*

When powered and affixed to Enhancer Armor, whenever a creature makes a ranged weapon attack roll against you they must roll a Constitution saving throw. On a failure, the target must roll a D4 and subtract the number rolled from their attack roll.

**Overcharge:** All creatures within 20-feet that can see you must succeed on a Constitution saving throw or be stunned for the next minute. An affected creature can reroll the saving throw at the end of each of their turns, ending the effect on a success.

## GNASHER GAUNTLET

*Weapon (melee), war tinker invention*

When powered, deals 2d6 piercing damage. Regular Overcharge property function.

## GRAPPLING HOOK CANNON

*Wondrous Item, basic invention*

When powered, fires a grappling hook up to 300 feet, requires grappling hooks to be used as ammunition and at least 300 feet of rope.

## GRIPPING GAUNTLETS

*Wondrous item, enhancer invention*

When powered and affixed to Enhancer Armor, you can add your proficiency bonus to any grapple checks and objects you are holding cannot be removed from your hands by other creatures.

**Overcharge:** You gain a climbing speed equal to your walking speed for the next minute.

## HAND-HELD AERIAL SCREW

*Wondrous item, futurist invention*

When powered and held in one hand, you can use an action to cause yourself to levitate. Ascending or descending vertically at a speed of 30 feet. This invention can levitate up to 300 lb.

## HAND-HELD WATER PROPULSION ROD

*Wondrous item, advanced invention*

When powered and held in both hands, you can use an action to give yourself a swim speed of 50 feet.

**Overcharge:** Your swim speed is doubled for the next minute.

## HEAT GENERATOR

*Wondrous item, futurist invention*

When powered, any creature within 20 feet automatically succeeds on Constitution saving throws to avoid the effects of cold climates.

**Overcharge:** Every creature within 20 feet must make a Constitution saving throw or take fire damage equal to your Charge Potency.

## HEAVY CANNON

*Weapon (ranged), war tinker invention*

When powered, deals 2d10 piercing damage, requires ball bearings to be used as ammunition. Regular Overcharge property function.

## HERGULEAN REREBRACE

*Wondrous item, enhancer invention*

When powered and affixed to Enhancer Armor, you gain advantage on Strength checks made to push, pull or break an object.

**Overcharge:** Your Strength score is increased to 19, unless it is already higher, for the next minute.

## IMPACT COMPENSATING CUIRASS

*Wondrous item, enhancer invention*

When powered and affixed to Enhancer Armor, you gain resistance to nonmagical bludgeoning damage.

**Overcharge:** You gain immunity to force, thunder and nonmagical bludgeoning damage for the next minute.

## INSULATED CAP AND MASK

*Wondrous item, enhancer invention*

When powered and affixed to Enhancer Armor, you gain advantage on saving throws made to against being blinded or deafened.

**Overcharge:** You gain immunity to the petrified, stunned, blinded and deafened conditions for the next minute.

## JUMPERS GREAVES

*Wondrous item, enhancer invention*

When powered and affixed to Enhancer Armor, your jump distance is tripled.

## LEGS OF THE CHARGER

*Wondrous item, enhancer invention*

When powered and affixed to Enhancer Armor, your walking speed is increased by 20 feet.

**Overcharge:** You can use the Dash action as a bonus action on your turn, for the next minute.

## LIGHT AUTOMATED FLAIL

*Weapon (melee), advanced invention*

When powered, deals 1d12 bludgeoning damage. Regular Overcharge property function.

## MUSIC BOX

*Wondrous item, futurist invention*

When powered, begins playing a soft melody that can be heard up to 100 feet away.

**Overcharge:** Every creature within 20 feet must make a Constitution saving throw or take thunder damage equal to your Charge Potency and be pushed back 10 feet.

## NET LAUNCHER

*Wondrous item, futurist invention*

When powered, fires a net up to 120 feet, requires nets to be used as ammunition. A Large or smaller creature hit by a net is restrained until freed. A net has no effect on a creatures that are formless, or creatures that are Huge or larger.

A creature can make a DC 10 Strength check, freeing itself or another creature within reach from the net on a success.

## POWER CHARGE DETONATION TIMER

*Wondrous item, war tinker invention*

When powered, as an Action, you can designate a time between 1 round to 1 hour. The power charge used to power this invention detonates after the designated amount of time passes.

Everyone within 10 feet of this invention must make a Dexterity saving throw or take damage equal to an amount shown on the Charge Potency column of the Industrialist Table on a failure and half as much on a success.

## POWER CHARGE TRIP WIRE

*Wondrous item, war tinker invention*

When powered, you can set a trip wire between this invention and a point within 10 feet. The power charge used to power this invention explodes when someone walks through the area of your trip wire.

Everyone within 10 feet of this invention must make a Dexterity saving throw or take damage equal to an amount shown on the Charge Potency column of the Industrialist Table on a failure and half as much on a success.

## POWER GAUNTLET

*Weapon (melee), advanced invention*

When powered, deals 2d4 bludgeoning damage. Regular Overcharge property function.

## POWER GLIDER

*Wondrous item, advanced invention*

When powered, you gain a flying speed of 30 feet until you land. At the end of each of your turns your altitude drops 5 feet, your altitude instantly drops to 0 feet if you didn't fly at least 30 feet horizontally on your turn. When your altitude drops to 0 feet, you land (or fall).

## POWER HAMMER

*Weapon (melee), basic invention*

When powered, deals 1d8 bludgeoning damage. Deals double damage against non-magical objects not currently being worn or used. Regular Overcharge property function.

## POWER LOCK

*Wondrous item, advanced invention*

You can spend 1 hour affixing this invention onto a door, window or chest. When powered, the lock cannot be opened by any magical or mundane means. The lock remains active until the power charge fueling it degrades.

The lock can be broken by dealing 20 points of damage to it, when the lock is broken the power charge explodes and everyone within 10 feet of this invention must make a Dexterity saving throw or take damage equal to an amount shown on the Charge Potency column of the Industrialist Table on a failure and half as much on a success.

## POWERED DOOR

*Wondrous item, futurist invention*

You can spend 1 hour converting a regular door into a powered door. When powered, the door opens. When unpowered the door remains closed and can't be opened by nonmagical means except by force. The door can be broken down by making a Strength check against your Power Charge save DC.

## POWERED TRAP DOOR

*Wondrous item, futurist invention*

You can spend 1 hour converting a regular trap door into a powered trap door. When powered, the trap door opens. When unpowered the trap door remains closed and can't be opened by nonmagical means except by force. The trap door can be broken down by making a Strength check against your Power Charge save DC.

## PROPELLED GREAT AXE

*Weapon (melee), advanced invention*

When powered, deals 2d6 slashing damage. Functions as a regular great axe when unpowered. Regular Overcharge property function.

## PULSE SHIELD

*Wondrous item, war tinker invention*

When powered, functions as a +1 shield. Functions as a regular shield when unpowered.

**Overcharge:** Functions as a +3 shield for the next minute.

## ROPE SAILER

*Wondrous item, basic invention*

You can use an action to attach this invention to a rope within range. When powered and held in one hand, you can move along the length of the rope at a speed of 30 feet.

**Overcharge:** You can move along rope at a speed of 60 feet for the next hour.

## ROTATING BATTLE CANNON

*Weapon (ranged), war tinker invention*

When powered, deals 2d6 piercing damage, requires ball bearings to be used as ammunition. Regular Overcharge property function.

## ROTATING BLADE

*Weapon (melee), basic invention*

When powered, deals 3d4 slashing damage. Deals double damage to non-magical objects not currently being carried or worn.

## SHOT CANNON

*Weapon (ranged), basic invention*

When powered, deals 1d12 bludgeoning damage, requires ball bearings to be used as ammunition. Regular Overcharge property function.

## SHOULDER-MOUNTED STONE HURLER

*Weapon (ranged), advanced invention*

When powered, deals 3d4 bludgeoning damage, requires large stones weighing at least 10 lb to be used as ammunition. Deals double damage to structures and non-magical objects not currently being carried or worn.

## SIEGE MAUL

*Weapon (ranged), war tinker invention*

When powered, deals 2d8 bludgeoning damage. Deals double damage to structures and non-magical objects not currently being carried or worn. Regular Overcharge property function.

## SPEEDING SPAULDERS

*Wondrous item, enhancer invention*

When powered and affixed to Enhancer Armor, you gain a +1 bonus to melee attack rolls.

**Overcharge:** You gain advantage on melee attack rolls for a number of rounds equal to your Intelligence modifier.

## SPIKED SABATON

*Wondrous item, enhancer invention*

When powered and affixed to Enhancer Armor, you can move through difficult terrain without any penalties to speed.

**Overcharge:** You gain a climbing speed equal to your walking speed and the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

## VISOR OF CLEAR FOCUS

*Wondrous item, enhancer invention*

When powered and affixed to Enhancer Armor, you gain proficiency in Investigation checks.

**Overcharge:** You have advantage on Perception checks that rely on sight and in conditions of clear visibility can make out details of extremely distant creatures up to 1 mile away.

## WATER PURIFYER

*Wondrous item, futurist invention*

When powered, cleans up to 5 gallons of water as if it had been targeted by the *Purify Food and Drink* spell.

## WATER STREAM CANNON

*Wondrous item, advanced invention*

When powered, fires 2 gallons of water up to 120 feet, requires water to be used as ammunition. A Large or smaller creature hit by the water must succeed on a Strength saving throw or be knocked prone.

## WATER BREATHING HELM

*Wondrous item, enhancer invention*

When powered and affixed to Enhancer Armor, you can breath normally underwater as if you were above water.

## WINGS OF FLIGHT

*Wondrous item, futurist invention*

When powered, you gain a fly speed of 50 feet.

**Overcharge:** Fly speed is doubled for the next minute.

# INDUSTRIALIST MULTICLASSING

Should you desire to multiclass into an Industrialist, the prerequisites and proficiencies are listed below.

### INDUSTRIALIST MULTICLASSING PREREQUISITES

#### ABILITY SCORE MINIMUMS

Intelligence 13, and Dexterity 13 or Strength 13

### INDUSTRIALIST MULTICLASSING PROFICIENCIES

#### PROFICIENCIES GAINED

Light armor, Simple Weapons, Tinker's tools, Smith's tools

## CREATED BY BRAYDON FIVEASH

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## SPECIAL THANKS TO

CYNICALREDGIANT

GREG M.

ARAHVHEL

THE ADVENTURING GUILD

For outstanding help and feedback!



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