

TINKERER

A Gnome girl ignites a charcoal rune scribbled onto scraps of metal, creating a stabilized articulating shield. A goblin hastily crams black powder and stones into an old potion bottle, before hurling it at a giant.

A dwarf surveys his environment as he swings a chair at a greedy barkeep. A thin human unleashes a blast of fire from a teapot.

It is the gift and curse of Tinkerers to be the masters or pawns of technology (depending upon whom you ask) in a world where magic is the ruling force.

Tinkers are the engineers of the world. That which has not been built, tinkers build. That which has been built, tinkers improve. They are constantly designing, building, and testing devices for a variety of applications.

CREATING A TINKERER

QUICK BUILD

You can make a Tinkerer quickly by following these suggestions. First, put your highest ability score into Intelligence followed by Constitution.

Secondly, choose the Sage background. Other potentially good backgrounds would be Guild Artisan or Hermit. Choose the Dungeoneer's Pack and pick Arcana, History, and Investigation.

CLASS FEATURES

As a Tinkerer you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per Tinkerer level

Hit Points at 1st Level: 6 + Constitution modifier

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

PROFICIENCIES

Armor: Padded and Leather

Weapons: Light Hammer, Dagger, and Hand Axe

Tools: Tinker's tools, Carpenter's tools, and Smith's tools

Saving Throws: Constitution, Intelligence

Skills: Choose two from: Arcana, History, Religion, Nature, Investigation, Insight, Survival.

EQUIPMENT

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

- Tinker's Tools
- (a) Explorer's pack or (b) dungeoneer's pack
- Alchemist's fire
- 10lbs of material (metal) & 15 blank pieces of parchment.

Tinkerer

Level	Prof. Bonus	Tinker Points	Class Features
1 st	+2	8	Tinkering, Inspire Geniality, Brainstorm
2 nd	+2	10	Practical Improvisation, Uncommon Knowledge
3 rd	+2	12	Create Contraption, Specialization
4 th	+2	14	Ability Score Improvement,
5 th	+3	15	Educated Guess
6 th	+3	16	Share Knowledge, Specialized Feature
7 th	+3	17	Dismantle
8 th	+3	18	Ability Score Improvement,
9 th	+4	19	Practical Improvisation (full)
10 th	+4	20	Specialized Feature
11 th	+4	21	---
12 th	+4	21	Ability Score Improvement
13 th	+5	22	Dismantle
14 th	+5	22	Specialized Feature
15 th	+5	23	---
16 th	+5	23	Ability Score Improvement
17 th	+6	24	---
18 th	+6	24	---
19 th	+6	24	Ability Score Improvement
20 th	+6	25	---

TINKERING

A Tinkerer can use their action to create a mechanical device. Each device has a different effect and tinker point cost:

Flash Bang: (1 tinker point, 1lbs Material)

You craft an explosive device that explodes in a flash of light. You can throw the device to a range of 30 feet. At the point of impact, all creatures within a 10-foot radius must succeed on a Dexterity saving throw or be blinded until the start of your next turn.

Mechanical Shield: (2 tinker point, 6lbs Material)

You craft a magical shield that hovers around you, offering protection for 1 hour. If you aren't wielding a shield, your AC is increased by your intelligence modifier. At 5th level, you can craft more animated shields (each subsequent shield adds +1 to AC). You can also modify a regular shield with the ability to hover around one creature you choose by spending 2 tinker points on it, granting the same benefits.

Explosive: (1 tinker point, 1lbs Material)

You use a long rest to craft a simple explosive. With at least 3 lbs of metal, tinkers can create a small handheld explosive, which has a range of 60 feet. Creatures within a 5-foot radius of the small explosion must make a Dexterity saving throw against your tinker save DC or take 2d8 fire damage and 1d8 piercing damage from the shrapnel on a failed save or half as much on a successful one.

Lesser Explosive: (1 tinker point, 1lbs Material)

You hastily cobble together an explosive with an action. As a bonus action, you hurl this explosive against a point

within 30 feet, causing damage equal to 1d6 fire damage on a failed Dexterity saving throw. If you don't throw the explosive, it will explode at the end of your turn.

Clockwork Fiddling: (2lbs Material)

You spend the required number of tinker points to create a clockwork device, or half that value whilst resting. All devices have an A.C. of 5 and HP of 1. They also must be wound up as a bonus action in order to function. The device can be set to activate at a given trigger (pressing a button, impacting against something, etc.) or after a certain amount of time. If the device you create can be used multiple times, roll 1d8 every time you wind it up. If you roll a 1, the device breaks and must be rebuilt.

If another creature uses any device you make, they must roll a 1d8 per use with the device breaking on a 1. You can dismantle these devices to recover their materials. You can have devices active up to your Tinkerer level at once (they don't count as active if they aren't wound up). Weapons made this way count as improvised weapons. See the listed devices available to you.

Contraptions

Tinker Points	Contraption
1	Timer
2	Clockwork Toy
2	Music Box
3	Fire Starter
8	Explosive Toy
9	Noise Maker
10	Clockwork Blowgun
10	Clockwork Lock
12	Grapple Arrow / Bolt
12	Explosive Arrow / Bolt
12	Water Arrow / Bolt
12	Oil arrow / Bolt
14	Shrapnel Arrow / Bolt
14	Clockwork Scope
18	Clockwork Spiders
24	Clockwork Crossbow
40	Clockwork Gun

INSPIRE GENIALITY

Tinkerers can use their brilliance to grant themselves and others a better chance to succeed at tasks. You can use this in the following ways:

Helpful Advice: You can use Help as a bonus action on a creature you can see within 30 feet.

Quick Lesson: You can use your action to give guidance to one allied creature within 30 feet. That creature gains a d4 that can be spent on the next ability check it makes within the next hour.

Moment of Geniality: You can give yourself an extra d4 in any ability check, saving throw or attack roll you make. You can use this feature a number of times equal to half your level in this class, and regain your uses after completing either a short or long rest.

The Inspire geniality die grows to a d6 at the 5th level, a d8 at the 11th level, and a d10 at the 17th level.

BRAINSTORM

A Tinkerer spends periods of rest revitalizing their creative energy.

You recover your tinker points during a long rest. In addition, a tinkerer may replenish 1d4 + their Intelligence Modifier Tinker points once per short rest. This takes the full short rest, and so can't be done if doing any other action.

The Brainstorm die grows to a d6 at the 5th level, a d8 at the 11th level, and a d10 at the 17th level.

PRACTICAL IMPROVISATION

A Tinkerer can turn anything into a deadly weapon using their wits and creative prowess.

You gain proficiency with all improvised weapons for 1 hour and can add half of your proficiency bonus (rounded down) to any ability check or saving throw once every short or long rest. The player must use this ability before they know if the roll succeeds or fails.

At full potential, a tinkerer may use their Intelligence modifier for attack rolls made with improvised weapons. They can also use this to gain proficiency with improvised tools (improvising a lockpick out of a toothpick etc).

UNCOMMON KNOWLEDGE

A Tinkerer has spent years experimenting and researching, they know many weird and wonderful things.

You can add half your proficiency bonus to a skill check that uses Intelligence. Lasts one hour and does not stack upon itself.

CREATE CONTRAPTION

(5 tinker points, 2lbs Material)

You create a small, handheld contraption with a range of 60 feet with a random effect decided by a d8 roll. The DC for all saves is determined by your Intelligence. The contraption can be cobbled together or prebuilt. It takes an action to cobble together a contraption and a bonus action to throw it.

1d8 Result

1	Upon impact, it does nothing. But it looks cool!
2	Upon impact, the contraption explodes. If pre-built, it deals 2d10 + 1d4 per tinkerer level above 3 fire damage. The damage is halved if cobbled together.
3	Upon impact, ropes shoot out and attempt to grapple all nearby creatures (small or medium). If pre-built, all small or medium creatures within a 10ft radius must make a DEX saving throw to avoid being grappled. The radius is halved if cobbled together.
4	Upon impact, a healing mist sprays out. The mist heals every creature in a 15ft radius for 5 hp.
5	Upon impact, a gallon of pure water bursts out. Creatures within a 5ft radius of the contraption must make a DEX saving throw making the targeted creature vulnerable to lightning damage and resistant to fire damage on a failed save, or just wet on a successful one.
6	Upon impact, a flash of light bursts out. Creatures within a 10ft radius must make a CON saving throw, or be blinded for two combat rounds.

- 7 Upon impact, a loud noise emanates from the contraption, dealing 1d8 of thunder damage and deafening any creatures in a 10ft radius. The damage increases 1d4 per tinkerer level above 3. Creatures that succeed a CON saving throw are not deafened and take half damage.
- 8 Upon impact, a black liquid spurts out of the contraption. The area in a 5ft radius is turned into difficult terrain and any creatures in the radius are blinded. If the creature succeeds in a CON saving throw, they are not blinded.

ABILITY SCORE IMPROVEMENT

When you reach the 4th level, and again at the 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.

EDUCATED GUESS

(3 tinker points)

A Tinkerer may sense when they are making something poorly and can make an attempt to find their fault and correct it.

Re-roll a contraption roll. You must use the new roll.

SHARE KNOWLEDGE

(3 tinker points)

A Tinkerer may not be able to use magic directly, but they can assist those that can.

Using a piece of parchment, you inscribe a spell that you know onto a scroll during a short or long rest. This scroll retains its power for up to 1d4 days and can be used by anyone able to read it. You can expend additional tinker points to add days to its life span for 1 point per day.

DISMANTLE

(2~16 tinker points)

Using your knowledge of machines, you can take an action to interact with a trap, lock (2 tinker points), or construct (tinker points = 2 for Tiny, 4 for Small, 8 for Medium, 16 for Large) within 5ft of you.

Constructs take a wisdom saving throw against your Intelligence, with an advantage. On a failure, the construct is destroyed, falling to pieces under your hand. On a success, deal 1d6 x tinkerer level damage to the construct. If you are attempting to dismantle a lock or a trap, you must make an Intelligence check based on GM discretion. At full potential, Constructs don't have an advantage or you have an advantage on the Intelligence check.

MULTICLASSING

Prerequisites. To qualify for multiclassing into the tinkerer class, you must meet these prerequisites: 13 Intelligence or higher.

Proficiencies. When you multiclass into the tinkerer class, you gain the following proficiencies: Tinker tools and choose one from Arcana, History, Religion, Nature, Investigation, Insight, Survival

