

HUMBLEWOOD™

Humblewood 2 Playtest

THE GADGETEER CLASS
JUNE 2024



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<https://forms.gle/tU3ZhYn9Zz5ziBkH6>

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<https://discord.gg/FURq2pQ>

This month, we are sharing a redesigned version of the fizzar class. The first difference you'll notice is the name. We realized that fizzar was too specific for the class as a whole. Instead, fizzar will be one of the subclasses, and the class will be called the gadgeteer. We hope that name captures the tinkering and inventive vibe we are going for.

The class has had a big overhaul. Some elements are still here, but many are different. Rather than reinventing spells, we're trying to give players who enjoy building their characters lots of levers and dials to adjust.

Thank you so much for your feedback on our first attempt! It was so, so helpful. Please share your feedback on this version here: <https://forms.gle/tU3ZhYn9Zz5ziBkH6> We can't do this without you!

Gadgeteer

GADGETEER

The gadgeteers of Everden are inventors, crafters, and engineers who harness various power sources to create unusual and powerful technologies. It is said that gadgeteers are beloved by Gesme, the Amaranthine of Innovation. Some believe that the recent technological leaps of gadgeteers are a sign she has turned her sharp eye upon the world more closely once again.

Some gadgeteers tap into the elemental energies of the Great Rhythm, while others tinker with the mechanical energy of coils and springs, or manipulate the living energy within plants. The gadgets created by gadgeteers are stunningly varied in appearance and function. One gadgeteer might create a cloak of living brambles that protects them from harm and

allows them to fly. Another might build a powerful staff equipped with a grappling hook at one end and a flame-thrower at the other. A third might create a small companion from shining crystals that can emit a cloud of fog. Gadgets have a unique appearance based on the creative sensibilities of their makers.

As a gadgeteer, you might seek knowledge dating back to the ancient fizzars or be part of the new flowering of technology that has emerged in recent years. You may be part of an inventors' guild or choose to work on your projects alone. Adventurous gadgeteers can be found in all corners of Everden, building their peculiar contraptions and studying the world around them for inspiration.

GADGETEER TABLE

Level	Proficiency Bonus	Features	Active Gadgets	Total Scrap	Max Tier
1	+2	Gadgeteering, Frames, Components	2	3	1
2	+2	Always Prepared	2	4	1
3	+2	Gadgeteer Path	2	5	1
4	+2	Ability Score Improvement	2	6	1
5	+3	Signature Frame, Hot Swap	3	7	1
6	+3	Tools and Talent	3	8	1
7	+3	Component Tier Upgrade, See How It Ticks	3	9	2
8	+3	Ability Score Improvement	3	10	2
9	+4	Gadgeteer Path Feature	4	11	2
10	+4	Sufficiently Advanced Technology	4	12	2
11	+4	Sacrificial Scrapping	4	13	2
12	+4	Ability Score Improvement	4	14	2
13	+5	Gadgeteer Path Feature	5	15	2
14	+5	Component Tier Upgrade	5	16	3
15	+5	Seasoned Researcher	5	17	3
16	+5	Ability Score Improvement	5	18	3
17	+6	Gadgeteer Path Feature	6	19	3
18	+6	Favorite Component	6	20	3
19	+6	Ability Score Improvement	6	21	3
20	+6	Masterpiece	7	22	3

CLASS FEATURES

As a gadgeteer, you have the following class features.

HIT POINTS

Hit Dice: 1d8 per gadgeteer level

Hit Points at 1st Level: 8 + your Constitution modifier

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

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Tools: Tinker's tools and two from carpenter's tools, cobbler's tools, glassblower's tools, leatherworker's tools, mason's tools, smith's tools, thieves' tools, weaver's tools, woodcarver's tools

Saving Throws: Constitution, Intelligence

Skills: Choose four from Arcana, History, Investigation, Medicine, Nature, Perception, Sleight of Hand, Survival

EQUIPMENT

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

- ♦ Two sets of artisan's tools of your choice and leather armor
- ♦ (a) a burglar's pack, (b) a dungeoneer's pack, or (c) a scholar's pack
- ♦ Leather armor, a light crossbow and 20 bolts, and a light hammer

GADGETEERING

Innovation is the heart of gadgeteering, creating useful items with endless possibilities. Gadgets are crafted from Scrap, an abstract resource that represents your natural tendency to accumulate useful bits and pieces throughout your adventures. You can spend Scrap to construct gadgets from frames and components, as well as on other class features that you gain as you level up.

At 1st level, you have a maximum of 3 Scrap to build and customize your gadgets, and you gain more Scrap as you level up in this class, as shown in the Gadgeteer table.

During a long rest, you can dismantle and construct as many gadgets as you like, up to your maximum number of active gadgets, as shown on the Gadgeteer table. The total amount of Scrap used amongst all your gadgets cannot exceed your maximum total Scrap as determined by your gadgeteer level. You may have some leftover Scrap between long rests, which can be used to fuel some of your gadgeteer class and subclass features.

Intelligence is your ability modifier for your gadgets; your efficient and clever craftsmanship allows you to use your gadgets skillfully, regardless of your physical strength or agility. When you make an attack with a gadget or activate a gadget's features, you use your Gadget attack modifier or Gadget save DC rather than your Strength or Dexterity.

Gadget attack bonus = your proficiency bonus + your Intelligence modifier

Gadget save DC = 8 + your proficiency bonus + your Intelligence modifier

FRAMES

Each gadget consists of a frame, which provides the gadget's base structure and function, and optional components that add new abilities to the frame.

Frames come in three varieties: Autonomous, Handheld, and Wearable. Each frame costs an amount in Scrap and has a set of features that provide its basic functionality. Frames have a maximum number of component placements that represent how many components can be attached to it by spending additional Scrap.

You can build gadgets using the following frames.

AUTONOMOUS FRAME

A convenient gadget that can act semi-independently

Scrap Cost: 3

Component Placements: 3

Remote Control. Your gadget moves and acts after you in initiative order, and you can use your bonus action to command it to take the Attack, Disengage, or Dash action on its turn. If you do not issue a command, it stays in place and takes the Dodge action on its turn.

Mobile. Your gadget can move on its own with a movement speed of 20 feet. This movement capability can be represented by legs, wheels, or any other form of locomotion.

Defenses. Your gadget has hit points equal to twice your Gadgeteer level, and its AC is 10 + your proficiency bonus. It is immune to psychic and poison damage. A damaged autonomous frame regains all its hit points after you finish a long rest and spend time repairing it.

Size. Your gadget is Tiny or Small.

Basic Function. Choose one of the following features:

Melee. Your gadget has a reach of 5 feet and deals 1d12 bludgeoning, piercing, or slashing damage, which you choose when you first construct the gadget.

Ranged. Your gadget has a range of 30/60 feet and deals 1d10 bludgeoning or piercing damage, which you choose when you first construct the gadget.

Utility. Your gadget has an additional component placement.



Joshiah Cameron

HANDHELD FRAME

A versatile gadget that requires two hands to wield

Scrap Cost: 1

Component Placements: 2

Two-Handed. Your gadget requires two hands to hold and operate.

Basic Function. Choose one of the following features:

Melee. Your gadget has a reach of 5 feet and deals 1d8 bludgeoning, piercing, or slashing damage, which you choose when you first construct the gadget.

Ranged. Your gadget has a range of 30/60 feet and does 1d6 bludgeoning or piercing damage, which you choose when you first construct the gadget.

Utility. Your gadget has an additional component placement.

WEARABLE FRAME

A sturdy gadget that acts like armor

Scrap Cost: 2

Component Placements: 1

Bulky. You have disadvantage on Dexterity (Stealth) checks while wearing this gadget.

Reinforced. You have +1 to AC while wearing this gadget while you are not wearing medium or heavy armor.

Basic Function. Choose one of the following features:

Melee. Your gadget has a reach of 5 feet and deals 1d10 bludgeoning, piercing, or slashing damage, which you choose when you first construct the gadget.

Ranged. Your gadget has a range of 30/60 feet and deals 1d8 piercing or bludgeoning damage, which you choose when you first construct the gadget.

Utility. Your gadget has an additional component placement.

A Tizzar's Wearable
Enhanced Gauntlets



COMPONENTS

Components represent upgrades and abilities that can be attached to frames to customize your gadgets. Each component has a Scrap cost, which must be paid when it is constructed and added to the frame. A frame can't support two of the same type of component, but you can build multiple gadgets with the same components.

Some components can be built at higher tiers that provide stronger effects at a higher Scrap cost. You gain access to higher-tier components as you gain levels in the gadgeteer class. When you reach 7th level in this class, you can construct tier 2 components, and when you reach 14th level in this class, you can build tier 3 components. The Scrap cost of a tiered component is equal to its tier.

You can build gadgets using the following components.

ARMORED

Defensive component

Scrap Cost: Equal to tier

Your gadget is reinforced and provides extra protection in the heat of battle. While wielding or wearing this gadget, you gain a boost to your AC equal to the tier of this component. If this component is added to an Autonomous Frame, the Autonomous gadget gains the AC bonus instead and also has its hit points doubled.

Tier	Bonus to AC
1	+1 AC
2	+2 AC
3	+3 AC

AUTO-COVER

Utility component

Scrap Cost: 2

Your gadget allows you to provide yourself and your allies an area of cover. You can use an action to activate this component, which creates a cloud of debris in a 10-foot-radius sphere centered on the gadget. Any creatures within this radius are lightly obscured and have the benefits of half cover. This effect lasts for 1 minute or until you deactivate it as a free action on your turn. You can use this feature a number of times equal to your proficiency bonus, and the gadget regains all expended uses when you finish a long rest.

AUTO-SHIELDING

Defensive component

Scrap Cost: 2

Your gadget can blanket you and nearby allies in a protective buffer that can help shield them from harm.

As an action, you can choose a number of targets equal to your Intelligence modifier (minimum of 1) within 30 feet. Each target gains temporary hit points equal to 1d8 + your gadgeteer level. You can use this feature a number of times equal to your proficiency bonus, and the gadget regains all expended uses when you finish a long rest.

COMMUNICATIONS RELAY

Utility component

Scrap Cost: 2

Your gadget allows you to communicate with allies secretly. When you build this component, choose up to four creatures to provide with a receiver. While you have this gadget equipped, you can use an action to send a message to any creature with a receiver within 120 feet of you. They hear your messages as though you were whispering to them.

ENHANCED WEAPON

Combat component

Scrap Cost: Equal to tier

You have improved the accuracy and damage output of your gadget. Your gadget gains a bonus to its attack and damage rolls equal to its tier, and it is considered magical for the purpose of overcoming resistances and immunities.

Tier	Attack/Damage Bonus
1	+1
2	+2
3	+3

ELEMENTAL DAMAGE

Combat component

Scrap Cost: Equal to tier

You have enhanced your gadget to allow it to channel elemental energies during attacks. When you craft this component, choose acid, cold, fire, lightning, or thunder damage. On a hit, your gadget deals additional damage of that type. The amount of additional damage depends on the component's tier.

Tier	Additional Damage
1	+1d6 damage of your chosen type
2	+3d6 damage of your chosen type
3	+6d6 damage of your chosen type

FLIGHT

Utility component

Scrap Cost: Equal to tier

Your gadget allows you (or itself) a limited ability to fly. While wielding or wearing this gadget, you gain a flying speed based on the tier of the component. If this component is added to an Autonomous Frame, the Autonomous gadget gains the flying speed instead.

Tier	Flying Speed
1	20 feet
2	40 feet
3	60 feet

GRABBER

Combat component

Scrap Cost: 2

Your gadget can stop opponents in their tracks. On a hit, you can choose to forgo dealing damage with this gadget to grapple the target instead. While you have a creature grappled this way, you have advantage on attacks made against the grappled creature, but can't target other creatures with this gadget until this grapple ends. The escape DC to break free of this grapple is equal to your Gadget DC.

HEAVY-DUTY

Utility component

Scrap Cost: Equal to tier

Your gadget has been built to hold more components for more versatility. Your gadget gains a number of additional component placements equal to the component's tier. Additionally, the Heavy-Duty component does not take up a component placement.

Tier	Additional Component Placements
1	1
2	2
3	3



A Cultivator's Handheld Grabber

Josiah Cameron

LIGHTWEIGHT

Utility component

Scrap Cost: 2

Your gadget is made out of much lighter materials which makes it easier to handle and less encumbering. This component's effect depends on the frame it's attached to:

Autonomous: The speed of this gadget is doubled.

Handheld: This gadget can be operated with a single hand.

Wearable: This gadget no longer has the Bulky feature.

QUICK DRAW

Utility component

Scrap Cost: 3

Your gadget is built for speed and ease of use. This component's effect depends on the frame it's attached to:

Autonomous: Your gadget can attack twice, instead of once, when you command it to take the Attack action.

Handheld: This gadget can be activated using a bonus action.

Wearable: Your movement speed increases by 15 feet while wearing this gadget.

ALWAYS PREPARED

Starting at 2nd level, you can use extra Scrap to construct helpful objects provided you have a suitable set of tools. During a short rest, you can spend 1 Scrap to create up to four nonmagical pieces of adventuring gear worth 30 gp or less in total. Once you have used this feature, you can't use it again until you finish a long rest. When you use Scrap to create expendable items, you regain that Scrap when you finish a long rest.

When you reach 10th level in this class, you can create adventuring gear worth 60 gp or less in total.

GADGETEER PATH

At 3rd level, choose one of the gadgeteer paths as you begin to specialize in manipulating a particular form of energy with your gadgets. Your path grants you features at 3rd level and again at 6th, 9th, 13th, and 17th level. This playtest introduces the cultivator path. The fizzar path and the engineer path will be in the next playtest.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 10th, 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.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

SIGNATURE FRAME

From 5th level, you begin to specialize in one style of Gadget Frame. Choose from one of the following options:

Autonomous. You can add the Sentient component to your Autonomous Frames.

SENTIENT

Utility component

Scrap Cost: 2

Your Autonomous gadget has a mechanical mind of its own that allows it to make its own decisions. An Autonomous gadget with this component does not require you to use your bonus action to give it commands on your turn. Instead, it acts on its own after you take your turn. It obeys your commands and is friendly toward you and your companions. It has an Intelligence score of 8, a Wisdom score of 12, and a Charisma score of 8. Additionally, it is no longer immune to psychic damage and is considered a construct creature for the purposes of being targeted by spells. It uses your saving throw bonuses when making Strength, Dexterity, and Constitution saves.

Handheld. When you construct Handheld Frames, they have 3 component placements.

Wearable. When you construct Wearable Frames, they have a Scrap cost of 1.

HOT SWAP

At level 5, you gain the ability to adapt to situations on the fly. During a short rest, you can remove one component from an active gadget. You can then add one component to an active gadget as long as it has sufficient component placements. When you reach 9th level in this class, you can switch two components in this way, and when you reach 13th level you can switch three components.

TOOLS AND TALENT

Starting at 6th level, your practice with the tools of your trade pays off as you develop expertise. Choose two of your tool proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of these chosen proficiencies.

SEE HOW IT TICKS

At 7th level, your growing understanding of constructs lets you take them apart more easily. You have advantage on Intelligence checks made to examine constructs. Additionally, when you deal damage to a construct, your precisely placed attacks deal an extra 2d8 damage of the attack's type on a hit.

OTHER CREATURES USING GADGETS

When you give your gadgets to other creatures to use, they can activate the defensive and utility components using your Gadget DC. Other creatures can't activate the offensive components of your gadgets unless otherwise specified. Another gadgeteer can use your gadget fully, using their own Intelligence to determine the Gadget DC or attack bonus, but they can't use a gadget that contains components of a higher tier that they are able to construct.

SUFFICIENTLY ADVANCED TECHNOLOGIES

Beginning at 10th level, your understanding of gadgets gives you insight into magic items. By spending 1 minute handling a magic item, you can learn its properties as if you had cast the identify spell. You can use this feature a number of times equal to your Intelligence modifier (minimum of once) and regain all expended uses when you finish a long rest.

SACRIFICIAL SCRAPPING

From 11th level, you can shield yourself and your allies with your creations. As a reaction, when you or a creature within 5 feet of you is hit with an attack by a creature you can see, you can choose one of your active gadgets to bear the brunt of the attack. If you choose an Autonomous gadget, it must be within 5 feet of the target of the attack. The gadget is destroyed and reverts to Scrap, and the target takes half damage from the triggering attack. Once you have used this feature, you can't use it again until you finish a long rest.

MAGIC ITEM HACKING

Beginning at 14th level, your tinkering allows you to make magic items more flexible. You can spend Scrap to ignore any attunement restrictions that the magic item normally has. The amount of Scrap you must spend depends on the item's rarity.

Magic Item Rarity	Scrap Cost
Uncommon	1
Common	1
Rare	2
Very Rare	3
Legendary	4
Artifact	5

When you attune to an item in this way, your spellcasting ability for using the item is Intelligence, your spell save DC is 8 + your proficiency bonus + your Intelligence modifier, and your spell attack bonus is your proficiency bonus + your Intelligence modifier.

When you reach 18th level in this class, you can spend Scrap in this way to allow another creature to ignore restrictions on magic item attunement.

SEASONED RESEARCHER

At 15th level, your experience enduring the occasional engineering mishap has taught you when to duck and when to run. You gain proficiency in Dexterity and Wisdom saving throws.

FAVORITE COMPONENT

Beginning at 18th level, choose one component. When adding this component to gadgets, it costs 1 less Scrap. This can cause a component that usually costs 1 Scrap to cost 0 Scrap.

MASTERPIECE

At 20th level, you construct a single gadget worth up to 10 Scrap. Constructing this gadget does not cost any Scrap, and you can't convert it back into Scrap. If your Masterpiece is destroyed, you can spend 8 hours rebuilding it without expending any Scrap.

Gadgeteer Paths



Gadgeteers all harness, transform, and direct energy through their gadgets, but over time their experiments lead them to specialize in one particular form. Your choice of path reflects your interest in the world around you and your particular passion for creation and craft.

CULTIVATOR

Your studies of the natural world have borne innovative fruit. Drawing inspiration from the plantshaping magic of the Tenders, you have learned to grow or construct your gadgets from organic materials such as mushrooms, plants, or slimes.

LIVING COMPONENTS

When you choose this path at 3rd level, you gain access to two special components that you can add to your gadgets.

BALMBERRY BRANCHES

Utility component

Scrap Cost: Equal to tier

After a long rest, your gadget bears fruit with healing properties. You can pluck 2 berries from the gadget when you complete a long rest and add them to your inventory. A creature who consumes a balmberry as a bonus action regains hit points depending on the tier of the component. The berries have no effect on constructs or undead creatures. Unconsumed berries shrivel and disappear the following dawn.

Tier	Healing
1	1d4 + your Intelligence modifier
2	3d4 + your Intelligence modifier
3	6d4 + your Intelligence modifier

HARMBERRY BRANCHES

Combat component

Scrap Cost: Equal to tier

After a long rest, your gadget bears vicious fruit. You can pluck 2 berries from the gadget when you complete a long rest and add them to your inventory. As an action, a creature can make a ranged attack with a harmberry against a creature within 30 feet. On a hit, the target takes an amount of poison damage depending on the component's tier, and the target must succeed on a Constitution saving throw against your Gadget DC or become poisoned for 1 minute. A poisoned target can repeat this saving throw at the end of each of its turns, ending the effect on a success. A creature that consumes a harmberry immediately takes the poison damage and must succeed on a Constitution saving throw against your Gadget DC or become poisoned for 10 minutes. Unconsumed berries shrivel and disappear the following dawn.

Tier	Poison damage
1	1d4 + your Intelligence modifier
2	3d4 + your Intelligence modifier
3	6d4 + your Intelligence modifier

PLANT MAGIC

At 3rd level, you learn the *shape plants** spell and can cast it a number of times equal to your Intelligence modifier (minimum of once). Intelligence is your spellcasting ability for this spell.

SHAPE PLANTS

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous; Special, see text

You call upon gentle natural magics to alter the growth of plants. Any plant life you can see within range that fits within a 5-foot cube can take on whatever shape you desire. Additionally, if the plant is a bramble, or capable of growing thorns, you may turn the affected area into difficult terrain, causing 2d4 points of piercing damage for every 5 feet moved through the area you shaped. You may also increase or decrease the number of flowers, vines, leaves, thorns, branches, or fruits produced by any plant you shape.

After one hour, the magic of your spell fades, and the plant resumes its normal shape. If you can use *speak with plants* (or a similar ability) to communicate with the plant, you may persuade it to retain its new form. Different plants have different feelings and attitudes, and if the form is too different from its natural shape, it is likely to decline. If the plant accepts, at the GM's discretion, it will retain the form you have sculpted it into, in which case the effect becomes permanent.

At Higher Levels. When you cast this spell using a spell slot above 4th level, the size of the cube of plant life you can affect with the spell increases by an additional 5 feet for every slot level above 4th.

ELEGANCE OF NATURE

From 6th level, your studies of the natural world inform your problem-solving. You gain expertise in the Nature skill, meaning your proficiency bonus is doubled for any ability check you make with it. When you make a check with artisan's tools you are proficient with, you add your Nature bonus to the roll as you are inspired by the world around you to craft new solutions.

ORGANIC SPECIALIZATION

At 9th level, your studies allow you to further specialize certain frames with what you've learned from the natural world. Depending on your Signature Frame, you gain one of the following abilities:

Autonomous. As an action, you can spend any number of your unspent hit dice to transfer some of your vital energy to your Autonomous Frame. The frame regains hit points equal to the roll of your hit dice, and your hit dice are spent as if you had used them yourself.

Handheld. When you build a Handheld Frame, one component of your choice grows directly from it. This component doesn't take up a placement on the frame, but it can't be removed or replaced unless the entire gadget is dismantled.

Wearable. While wearing a Wearable Frame, you can use a bonus action to gain temporary hit points equal to your gadgeteer level as the frame grows around you to defend you from harm. Once you have used this ability, you can't use it again until you have finished a short or long rest.

SCRAP PROPAGATION

From 13th level, your ability to encourage living things to grow blossoms. You can spend a short rest encouraging a plant to grow into a useful shape. This plant counts as 1 additional piece of Scrap, which lasts until the following dawn.

VITAL ENERGY ENGINEERING

From 17th level, manipulating the energy of growth is as easy as picking ripe fruit. You can add the Auto Shielding component to each of your gadgets without taking up a component placement on the frame.



*A Tizzar's Wearable
Enhanced Gauntlets*

Joshiah Cameron