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Humblewood 2 Playtest

FIRST LOOK AT THE FIZZAR CLASS

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This month, we have a first for us, a brand new class! Say hello to the Fizzar, the Humblewood take on the artificing archetype. We're showing off the base class and one of three planned subclasses, the Scroungecrafter. The material in this document is presented for playtesting and to inspire new characters. These game mechanics are in draft form. They are usable in your campaign but they will likely change a lot over the course of playtesting.

Please let us know what you think here: <https://forms.gle/LhfJK24L2aHsUNUq9>. As this is our first time building a new class, we'd love to get some really robust feedback. Please break our stuff so we can build it back stronger!

What is a Fizzar?

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The fizzars of Everden are inventors, crafters and engineers who harness the powers of the elements and the magic of the Great Rhythm through unusual and powerful technologies.

WHAT ARE TECHNOLOGIES?

A technology is a specially constructed object that can be used to create a special effect. Technologies are constructed through a combination of mechanical engineering and the elemental magic of Everden and are specialized pieces of equipment that require a greater degree of maintenance than a sword or a suit of armor. Even with proper upkeep, a technology only has a few uses at most before it begins to jam or malfunction. The exceptions to this rule are prototypes, which can be used indefinitely owing to the simplicity of their construction. These technologies tend to lack power when compared to the more fully realized devices that can be constructed by skilled characters.

The underlying principles behind a technology can change based on the fizzar subclass that creates it. For example, the brawn booster of an elementcrafter may employ a battery filled with the energy of a wind elemental to power it, while that of a scroungecrafter might be powered by cogwork. Though based on shared designs, each technology bears the hallmarks of its maker. From the materials chosen to create it to the minor tweaks and innovations that arise from trial and error, each technology is unique. Over time, and with a measure of experience, small improvements upon a basic design allow a fizzar to upgrade a technology to increase its effectiveness.

TECHNOLOGY TIERS

Every technology has a tier from 0-5 which determines its power. These tiers of technology are prototype, tier 1, tier 2, tier 3, tier 4, and tier 5. When constructing a technology, you can choose which tier it is created at, with the exception of prototypes, which can't be upgraded to higher tiers.

You can increase the tier of a technology by upgrading it (see **Upgrading Technology**).

PROTOTYPES

The least complex technologies are known as prototypes. These designs represent simple proofs-of-concept, and their construction serves practice for novices still coming to grips with the application of scientific theory. Owing to their simplicity, prototypes can be constructed from memory and don't require schematics, but they can't be improved much beyond their basic design. Prototypes don't require costly materials to construct, can't be constructed at higher technology tiers, and tend to have reliable, but not particularly potent effects.

TIER 5 TECHNOLOGIES

Tier 5 technologies represent the peak of fizzcrafting mastery, and are only available to the most skilled fizzars. A Tier 5 technology gains special properties that push it beyond a standard technology of its kind, as detailed in its description.

ANCIENT FIZZAR TECHNOLOGIES

The fizzars of the past, though long gone themselves, left behind many lost technologies buried in mountain caves or behind traps in their research-temples. These technologies are often highly advanced, and their schematics have been destroyed or are indecipherable to fizzars today. The discovery, repair, and activation of one of these ancient technologies could be the central plot of a whole Everden adventure.

MAGIC AND TECHNOLOGY

When using both magic and technology in a game, be mindful of the following rules.

Magic effects fizzar technology differently. A spellcaster cannot use *counterspell* to prevent the use of technology, but a *dispel magic* spell will drain all remaining uses from a technology that it targets. The energies being used to power technologies are inherently magical so *detect magic* will reveal that a technology is magical, but they do not have a specific school of magic associated with them. They simply glow with a white aura when observed through a *detect magic* spell. The *identify* spell will tell the caster how the technology is powered, but not what its abilities are.

Magic and technology do not mix. If an effect produced by technology would produce an effect identical to that of a spell, those effects do not combine. Instead, the most potent effect between the competing effects applies for as long as their durations overlap. Or the most recent effect applies if the spell and the technology are equally potent and the durations of their effects overlap. To determine the potency of a technology relative to that of a spell's level, see the table below.

Technology Tier	Spell Level Equivalent
Prototype	Cantrip
Tier 1	2nd
Tier 2	4th
Tier 3	6th
Tier 4	7th
Tier 5	8th

CONSTRUCTING TECHNOLOGY

Unlike the more ephemeral weaving of magic, crafting a technology involves applying fantastic scientific principles and solidifying them into a working device. The resulting piece of technology can then harness the elemental forces of the Great Rhythm and shape them in accordance with its maker's wishes. Construction is therefore the necessary first step for any fizzar character looking to put their theories into practice.

SCHEMATICS

Each piece of technology begins existence as a flash of inspiration, recorded and detailed in a series of illustrated instructions known as a schematic. Schematics detail the elaborate step-by-step processes required to both assemble and use a piece of technology using words, formulas, and diagrams, and can take many forms. Regardless of its appearance, a schematic is required to construct a piece of technology.

You must know the schematic of the technology you wish to create in order to construct it, unless it is a prototype.

CRAFTING MATERIALS & THE FIZZCRAFT KIT

Fizzars see opportunity in every screw, scrap of metal, or piece of driftwood, and they accumulate a large selection of such materials to craft with. This collection of scrap materials, peculiar components, and other useful items is known as a Fizzcraft Kit. As adventurers journey throughout Everden, they will likely discover all kinds of strange materials that might be useful for construction and can collect them in their Fizzcraft Kit. Components in your Fizzcraft Kit aren't tracked individually. Instead, your Fizzcraft Kit contains a gp value of special materials, which can be drawn from when constructing technologies. Many people throughout Everden will gladly sell or trade materials suitable for a Fizzcraft Kit. Often what one person might consider junk is incredibly useful material to an industrious fizzar.

CONSTRUCTING &

UPGRADING TECHNOLOGIES

Constructing a technology from a schematic requires skill, as well as an investment of time and materials. Once you know the schematic of the technology, you must first gather materials worth 100 gp times the technology tier of the technology you wish to create. You can then use these materials and the tools in your Fizzcraft Kit over the course of a long rest to construct that technology. You can't create a technology of a tier higher than your maximum, as shown on the Fizzar class table. During a technology's construction, you must provide upkeep to that technology, otherwise it will have no uses when it's made.

As your skills improve, you may wish to improve one of your creations by upgrading it to the next technology tier. You can upgrade a single technology over the course of a long rest and you must expend a number of material resources equal to 100 gp per tier the technology is increased by. You can't upgrade the tier of a technology for which you don't know the schematic.

DISMANTLING TECHNOLOGIES

Sometimes the parts from one device are better used in a different technology. You can spend time over a long rest dismantling a technology you have in your possession to add materials to your Fizzcraft Kit worth 100 gp x the tier of the dismantled technology in addition to any creation or upgrades you perform.

USING TECHNOLOGIES

Unless a piece of technology is a prototype, it can only be used a limited number of times. This number of uses is detailed in the schematic's description. A technology's uses are replenished when you provide upkeep to it (see **Upkeep & Maintenance**).

EQUIPPING TECHNOLOGY

To use a technology, you must first equip it as either held and worn. Some technologies share keywords with weapon properties that inform how they are used, and these are listed in the equip section of a technology's description.

Held Technology. Held technology requires you to have one or both hands free in order to equip it. You can equip or unequip a held technology as if drawing or sheathing a weapon.

Worn Technology. Worn technology must be equipped on your body in a manner consistent with its physical description. You can don or doff worn technology as an action. There is no limit to how many worn technologies you can have equipped at once, provided they all make sense when worn together. For example, you couldn't wear two different pairs of boots at once.

WEIGHT

The weight of all technologies worn and carried by you is combined with the weight of your equipment when determining encumbrance.

USE TIME

Most technologies require an action of some type to make use of them. This can be an action, a bonus action, or a reaction, and is detailed in the technology's description.

RANGE

When you use a technology, any effect it produces must be within the technology's range or the effect fails. Whatever the technology affects must be an appropriate target, as detailed in its description.

Most technologies express their range in feet, and some technologies have two numbers for their range, denoting its short and long range, which function the same as the short and long range of weapons. Certain technologies have secondary effects with different ranges, and these are noted in their description. Technologies that affect only you are described as having a range of Self.

Some technologies produce areas of effect, the point of origin of which is always specified in the technology's description.

DURATION OF TECHNOLOGICAL EFFECTS

The duration of an effect produced by a technology is usually instantaneous, but some technologies can produce effects that last for longer periods of time. The duration of a technology's effect is expressed in its description, and is usually a number of rounds, minutes, or hours.

CONCENTRATING ON TECHNOLOGICAL EFFECTS

Sometimes a technology requires that you concentrate to maintain its effect. Mechanically, this works the same as concentrating on a spell, and represents the attention needed to keep an eye on feedback from the technology to ensure it continues to function normally.

You can only concentrate on one technology at a time. Additionally, you must be properly equipped with the technology for the entire duration of the effect, or else lose your concentration.

For example, if a fizar concentrating on a glimmer box doesn't keep both hands on the matrix for the duration of the effect, or is somehow disarmed and drops the glimmer box, their concentration is broken, and the effect ends.

If you are skilled in both magic and technology, you can't concentrate on a spell and a technology at the same time. Casting a spell that requires concentration, or using a technology that requires concentration breaks your concentration on the previous effect.

COMBINING TECHNOLOGICAL EFFECTS

The effects of different technologies combine while the duration of those effects overlap. The effects of the same technology, even from different sources or from different tiers, don't combine. Instead, the most potent effect from the effects applies while the duration overlaps. Or the most recent technological effect applies if the technologies are equally potent and the durations of their effects overlap.

For example, if two fizzars try to use their respective lightning tether on the same two enemies, the enemies are affected by only one fizar's lightning tether, not both.

ATTACK ROLLS & SAVING THROWS

If a technology allows you to make an attack roll, or specifies that a target can make a saving throw to avoid its effect, use your fizzcrafting attack bonus or fizzcrafting save DC, as listed under the Fizzcrafting Ability section of the Fizar class.

A technology always maintains the same attack bonus or save DC that it had when it was constructed. Even if you are a fizar, when using a technology created by a different fizar, you use the other fizar's fizzcrafting attack bonus or fizzcrafting save DC at the time it was created.

A technology's fizzcrafting attack bonus equals the creator's Intelligence ability modifier (at the time it was created) + proficiency bonus.

A technology's fizzcrafting save DC equals the creator's Intelligence ability modifier (at the time it was created) + proficiency bonus + 8.

USES

Unless the technology is a prototype, it has a limited number of uses. Once a technology has no uses remaining, you can't activate its effects. A technology regains all its expended uses when you provide upkeep to it.

UPKEEP AND MAINTENANCE

Unless a piece of technology is a prototype, the wear and tear of its use demands the device undergo upkeep to retain functionality. When you take a long rest, you can spend part of this rest providing upkeep to a number of technologies in your possession, equal to your upkeep limit (as detailed in the **Fizar Class Description**). You can only provide upkeep to a technology if you know its schematic and its tier doesn't exceed the maximum tier of technology you can construct.

For example, a 12th level fizar is capable of providing upkeep to up to six pieces of technology up to and including tier 3 technologies.

CUSTOMIZING TECHNOLOGIES

You can create technologies that look significantly different from their description, while providing the same effect. For example, when you create a worn technology, you can decide where on the body that technology equips, within reason. For example, a pair of lift wings could be created as a harness you wear on your back or as boots propelled by air. Whereas, a hawk's eye lens could be created as something worn on your wrist. Changing the physical appearance of a technology doesn't affect its weight or the time it takes to don or doff it. You can't change a worn technology to a held technology and vice versa.

GIVING FIZZAR TECHNOLOGIES TO NON-FIZZARS

Fizar technology is often complex and convoluted, requiring considerable expertise to make use of its effects. Fizzars can use fizzcraft creations without issue, but in the hands of non-fizzars, the items are often too elaborate for them to use without risking hurting themselves or damaging the technology itself. Each time a non-fizar wants to use a piece of technology they need to make an Intelligence check or the effect fails and one of its uses is expended. A creature that is proficient with Tinker's Tools can add their proficiency bonus to this check. The DC of this check is based on the technology's tier, and if failed, the technology does not function this turn. At the GMs discretion, failure can lead to **Technological Mishaps**.

Technology Tier	Check DC
Prototype	5
Tier 1	10
Tier 2	15
Tier 3	20
Tier 4	25
Tier 5	30

A fizar can spend two hours per tier level of a technology teaching a non-fizar how to use it, after which the non-fizar treats the technology as one tier lower for the purposes of determining the DC of the Intelligence check to use it. This DC can't go lower than 5.

VARIANT RULE: TECHNOLOGICAL MISHAPS

When a character that isn't proficient in a technology attempts to use it, they may make a critical blunder, or fail to recognize an instability present in the machine. In these cases, a technological mishap can occur. When this happens, roll or choose an option from the **Technological Mishaps** table

TECHNOLOGICAL MISHAPS

d20	Mishap
1	The technology breaks apart and is destroyed. 50% of its cost in materials can be salvaged.
2-7	The technology misfires, affecting a random target or location within its range.
8-13	The technology generates harmful feedback, dealing 1d10 damage per technology tier to the wielder. This damage is of the kind produced by the technology. If the technology has no damage type, choose whether it deals bludgeoning, piercing, or slashing damage to the wielder instead.
14-19	The technology is set to activate after 1d6 rounds, at the start of its wielder's turn. It is jammed and unresponsive until it activates.
20	The technology has all its remaining uses depleted. If it is a prototype, it is destroyed.

Fizar

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CREATING A FIZZAR

Fizzars have learned to channel arcane and elemental energies in mechanical ways.

How did you come to study fizar technology? Does it come easily to you, or did you need to work to advance in your studies? Did you learn from a mentor or are you self-taught?

QUICK BUILD

To quickly build a fizar, you can use these helpful tips. To begin with, your Intelligence score is the most important of your attributes and should be highest, followed by Dexterity to increase your armor class, or Constitution to increase your hit points. Next, choose a background that fits with your character, anything that focuses on research or tinkering would be a good fit. Finally, choose flamcarver and glimmer box as your prototypes known and add the following schematics to your workbook: lightning tether, lift wings, and deployable cover.

CLASS FEATURES

As a fizar, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per fizar level

Hit Points at 1st Level: 6 + your Constitution modifier

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

PROFICIENCIES

Armor: light armor

Weapons: Simple weapons, hand crossbow, blowgun

Tools: Fizzcraft Kit, Tinker's tools, and your choice of either Carpenter's tools or Smith's tools

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, Deception, History, Insight, Investigation, Perception and Sleight of Hand

EQUIPMENT

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

- ☛ a dagger
- ☛ a light crossbow and 20 bolts or a shortsword
- ☛ a workbook
- ☛ an ink quill with a pot of ink
- ☛ a Fizzcraft Kit
- ☛ a set of Tinkers tools and your choice of a set of either Carpenter's tools or Smith's tools
- ☛ a scholar's pack or an explorer's pack

Level	Proficiency Bonus	Features	Technology Tier	Upkeep Limit
1st	+2	Fizzcrafting, Meticulous Maintenance	Tier 1	2
2nd	+2	Fizzar Specialization	Tier 1	2
3rd	+2	Magic and Mechanics, New Schematic	Tier 1	3
4th	+2	Ability Score Improvement	Tier 1	3
5th	+3	New Schematic	Tier 2	3
6th	+3	Fizzar Specialization Feature	Tier 2	4
7th	+3	Ability Score Improvement, New Schematic	Tier 2	4
8th	+3	Magic and Mechanics (2)	Tier 2	4
9th	+4	New Schematic	Tier 3	5
10th	+4	Fizzar Specialization Feature	Tier 3	5
11th	+4	New Schematic	Tier 3	5
12th	+4	Ability Score Improvement	Tier 3	6
13th	+5	New Schematic	Tier 4	6
14th	+5	Fizzar Specialization Feature	Tier 4	6
15th	+5	Crafting Expert, New Schematic	Tier 4	7
16th	+5	Ability Score Improvement	Tier 4	7
17th	+6		Tier 5	7
18th	+6	New Schematic	Tier 5	8
19th	+6	Ability Score Improvement, New Schematic	Tier 5	8
20th	+6	Signature Technology	Tier 5	9

FIZZCRAFTING

As an inspired wielder of magic and machinery, you can comprehend elaborate schematics and construct powerful technologies through your understanding of these schematics. See **Constructing Technologies** and **Using Technologies** for the general rules of fizzar technologies.

PROTOTYPES

At 1st level, you know two prototypes of your choice from the fizzar prototypes list. You learn additional prototypes of your choice at higher levels, as shown in the Prototypes Known column of **The Fizzar** table.

WORKBOOK

At 1st level, you have a workbook containing three schematics of your choice from the fizzar schematics list. Your workbook is the repository of the schematics you know, except for your prototypes, which you can construct from memory.

Your workbook is a personal compendium of your accumulated research and experimentation and can take on any physical appearance you'd like. It might be a worn leather bound notebook filled with hastily scrawled notes and pages that are dog-eared and tea-stained, or a pristine gilded diary, where every equation is transcribed on clean pages in meticulous detail.

CRAFTED TECHNOLOGIES

At 1st level, you begin with two constructed prototypes, and two constructed tier 1 technologies chosen from the schematics in your workbook.

When you reach 5th, 9th, 13th, and 17th level in the fizzar class, you can craft a new tier 1 technology for which you have the schematic, or upgrade the tier of a technology you have in your possession to the highest technology tier available to you for free. At this time, you can also choose to dismantle a technology you have in your possession to add materials to your Fizzcraft Kit worth 100 gp x the tier of the dismantled technology.

SCHEMATICS AND YOUR WORKBOOK

You can add a new fizzar schematic into your workbook for free at the levels shown on the fizzar table. You must still construct this technology before you can use it (see **Constructing Technology**).

On your adventures, you might find other schematics that you can add to your workbook. To do this, you must first decipher the schematic over the course of a long rest. You can still provide upkeep to your technologies over this long rest, though you can do nothing else. Once you have deciphered the schematic, you must spend 2 hours for each page you transcribe into your workbook. Each schematic takes up a number of pages equal to your maximum technology tier. You must transcribe a schematic at the highest tier you can create

it at, and do so even if the schematic you found was written by a less skilled scientist. Your expertise is enough for you to fully realize the true potential of any technology after deciphering its schematic. Incomplete schematics can't be used to construct technology at a lower tier, and simply read as though they are missing necessary parts of their instructions.

There is no material cost associated with transcribing a schematic into your workbook, though you must have a quill or inkpen and enough ink to write with.

Once you have added a technology's schematic to your workbook, you can construct it during a long rest, provided you have enough materials in your Fizzcraft Kit to do so.

You can also copy the contents of your workbook into another book, so you have a backup of your research, quickly and easily. Doing so takes only 1 hour per page of schematics copied over, a quill or inkpen, and enough ink to write with.

UPKEEP

Each technology you construct can be used a number of times equal to the uses listed in its description. To regain expended uses, you must provide upkeep to a technology over the course of a long rest. The number of technologies you can upkeep at a time is shown in the Upkeep Limit column of the Fizzar table.

FIZZCRAFTING ABILITY

Intelligence is your fizzcrafting ability for technologies you construct. You use your Intelligence modifier whenever a technology made by you refers to your fizzcrafting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for the effect of a technology you constructed, and when the effect of a technology you created requires you to make an attack roll.

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

Fizzcrafting attack modifier = your proficiency bonus + your Intelligence modifier

FIZZCRAFT KIT

Your Fizzcraft Kit contains chemical compounds, glass-like crystals, magnetized metal, copper wires, and bits of gear work. These non-costly components are enough to make another prototype. In addition to this, it includes any tools you might need to construct, upgrade, and provide upkeep to your fizzar technologies.

METICULOUS MAINTENANCE

Your deep knowledge of the inner workings of your technologies makes it easier for you to keep them in top condition. When you finish a short rest, you can choose a piece of technology in your possession, and provide upkeep to that technology as though you had just finished a long rest. Once you have used this feature, you must finish a long rest before you can use it again.

At 10th level, you can use this feature twice, and regain spent uses of this feature on a long rest.

FIZZAR SPECIALIZATION

When you reach 2nd level, you choose a specialization within the various fizzar fields, which allows you to refine and expand your mastery of technology. One specialization, the Scroungecrafter is included with this playtest. More specializations will be added in the future.

MAGIC AND MECHANICS

Starting at 3rd level, your manipulation of magic through your technologies has allowed you to learn a few spells that aid in your innovations. You learn the *mending* cantrip. Additionally, you can cast the *alarm* spell once with this feature and regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for these spells.

When you reach 8th level, you can cast the *arcane lock* spell once with this feature and regain the ability to do so when you finish a long rest.

ABILITY SCORE IMPROVEMENT

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.

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

CRAFTING EXPERT

At 15th level, the speed at which you can construct simpler technologies increases dramatically. When you take a short rest, you can construct a technology of tier 2 or lower, expending the normal gp value of materials from your Fizzcraft Kit. This newly constructed technology starts with all its uses, and does not require immediate upkeep. Once you've used this feature, you can't use it again until you've taken a long rest.

SIGNATURE TECHNOLOGY

At 20th level, you choose a single schematic in your workbook to become your signature piece of technology. You have learned how to upgrade that technology to a hypothetical and experimental tier even beyond tier 5. From now on, when you create that technology at tier 5, or spend the time and resources to upgrade that technology to the tier 5, it is treated as being a tier 7 version of that technology for the purposes of its effects. In addition, this signature technology no longer requires dedicated upkeep and regains all of its uses automatically after a long rest.

Fizzarcraft Specializations

There are many approaches to constructing fizar technologies, and materials, power sources and how the technologies are used varies wildly from fizar to fizar. Though they all share the same schematics, it is impossible for a fizar to master all the ways technologies can be built, and so they must eventually specialize.

Scroungecrafter

The newest form of fizzarcraft, scroungecrafters pride themselves on doing more with less. What is trash to some is treasured materials to a scroungecraft fizzar and their expertise lies in cogwork, springs and windup engines.

BUILT STURDY

Starting at 2nd level, you have learned the benefits of sturdy safety gear when dealing with coiled springs and grinding gears. You are proficient with medium armor and shields.

MAKESHIFT TOOLS

Additionally at 2nd level, you're always able to cobble together the right tool for the job. With ten minutes of work and access to your Fizzcraft Kit, you can create any simple weapon, tool, or piece of adventurer's gear worth less than 30 gp. This makeshift item lasts for a number of uses equal to your proficiency bonus, after which it falls to pieces and can no longer be used. You can use this feature a number of times equal to your intelligence modifier, and regain all uses of it after a long rest.

RESOURCEFUL

Beginning at 6th level, you know how to squeeze the most out of your Fizzcraft Kit and the resources you've collected. When building or upgrading a technology of tier 2 or higher, you treat the technology as one tier lower for the purposes of calculating how many gp worth of supplies is expended from your Fizzcraft Kit.

SALVAGE EXPERT

Starting at 10th level, you have learned to dismantle and repurpose your technology at a moment's notice. As an action, you can partially disassemble a technology you created to transfer its remaining uses to another piece of technology. When you do so, both pieces of technology must be on your person, and the number of uses the receiving technology gains cannot exceed its maximum number of uses.

You must provide upkeep to the disassembled technology twice, in order to repair it, before it can be used again.

AUTOMATION

Beginning at 14th level, you are able to automate your technologies, giving them rudimentary wheels or legs, as well as the ability to obey basic commands. When constructing a new technology during a long rest, you can spend twice as much gp worth of materials as normally required to

automate the technology. An automated technology has a movement speed of 20 feet, hit points equal to 20 times its tier, AC equal to your fizzlecrafting save DC and immunity to psychic and poison damage.

On each of your turns, you can use your bonus action to activate the automated technology as if you were holding it or wearing it yourself. Additionally, the automated technology can move up to its speed during this activation. You can also use your bonus action to have the automated technology take the Dash, Disengage or Dodge actions, as well as move up to its speed.

Healing magic does not work on automated technology. You can perform an additional upkeep on it during a long rest to restore its hit points to their maximum. This upkeep is in addition to any upkeep required to restore the automated technology's uses.

You can only have one automated technology at a time, and if it drops to 0 hit points it is completely destroyed and must be built again from scratch. An automated technology provides twice the normal level of resources in gp value for its tier when it is dismantled.



The Scroungecrafter was inspired by the mapachs' scroungecraft ability from the original Humblewood Campaign Setting

Andrea Radeck

Fizzar Technology List



The following technologies can be learned by a Fizzar.

PROTOTYPES (TIER 0)

Autolanter
Climber's Claws
Crank Hammer
Flame Carver
Glimmer Box
Kaleidoscopic Emitter
Nail Launcher
Powered Carapace
Shock Fork
Thunderspeaker

SCHEMATICS

Brawn Booster
Cacophonator
Cogwork Armor
Deployable Cover
Hawk's Eye Lens
Inferno Cannon
Lift Wings
Lightning Tether
Mechanic's Wrench
Mirage Projector
Oil Washer
Rope Launcher
Scrapgrinder
Smokethrower
Swift Wheelers
Snaptrap
Wind-Up Decoy

Technology Descriptions



FIZZAR PROTOTYPES

The following prototypes are presented in alphabetical order.

AUTOLANTERN

Equip: Held (one-handed)
Use Time: Action
Range: Self (30-foot-cone)
Weight: 1 pound

This conglomeration of copper, wiring, and glass sheds a brilliant light.

You can use the autolanter to shed bright light in a 30-foot cone. At the start of each of your turns while you hold the autolanter you can change the orientation of the cone. Creatures have advantage on Wisdom (Perception) to spot anything illuminated by the light of the autolanter.

CLIMBER'S CLAWS

Equip: Worn
Use Time: Action
Range: Self
Weight: 2 pounds

This pair of reinforced, clawed gloves are eager to grip to any surface.

While you wear the climber's claws, you have a climb speed equal to 30 feet. Additionally, you can use an action to attach or detach one claw to an object within reach, so long as the object has a flat surface at least 1 foot in diameter. An attached claw can only be moved by a force of 500 lbs or more.

CRANK HAMMER

Equip: Held (two-handed, heavy)
Use Time: Action
Range: 5 ft.
Weight: 6 lbs

The head of this mechanical hammer stores tremendous kinetic energy in tightly wound springs within its structure, using the unleashed torque to deliver devastating blows.

When you score a hit with the crank hammer, it deals 1d8 bludgeoning damage. Additionally, as a bonus action while you hold the hammer you may wind it's internal mechanisms. While so wound, when the hammer scores a hit it deals an additional 1d6 damage to the target. This benefit lasts until the hammer scores a hit, or until the start of your next turn, whatever comes first.

This technology's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8) in this class.

FLAMECARVER

Equip: Held (one-handed, light)

Use Time: Action

Range: 5 feet

Weight: 1 pound

This slender metal tube is slightly bent at the tip, and is attached to a bulky handle with a fuel canister and a trigger-like switch.

As a bonus action, you can flick the switch to cause fire to burn from the tip of the steelcutter for 1 minute, or until you flick the switch again to shut it off. While the steelcutter is lit, you can use it to make a melee fizzcrafting attack against a target within range. On a hit, the target takes 1d8 fire damage. The steelcutter deals double damage to objects and structures made of metal.

This technology's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8) in this class.

GLIMMER BOX

Equip: Held (two-handed)

Use Time: Action

Range: 60 feet

Weight: 4 pounds

This small silvery box has several lenses on its surface which release different frequencies of colored light.

The glimmer box is paired to a controller that you can use to operate the device from up to 60 feet away, choosing an effect below to determine what it does. You must concentrate to maintain the effect, which lasts until you use your action to change the effect, or to shut the device off.

Ambient Light. The array sheds a 20-foot radius of bright light, with 20-feet of dim light beyond it.

Illusory Image. The array emits light that forms the image of an object or creature, no more than 10 cubic feet in any dimension centered on the array. The image remains static, unable to move or create noise, and is insubstantial, solid objects pass through it easily. A creature can make an Intelligence (Investigation) check against your fizzcrafting save DC when examining the image, discovering it is fake on a success.

KALEIDOSCOPIC EMITTER

Equip: Held (one-handed)

Use Time: Action

Range: Self (15-foot-cube)

Weight: 3 pounds

This bulky, cylindrical device has a handle on one end and a disc of polished crystal at the other.

You can use the emitter to unleash a burst of coruscating colored light in a 15-foot cube originating from you. Any creature that is in the light must succeed on a Constitution saving throw or be blinded until the start of your next turn.

NAIL LAUNCHER

Equip: Held (two-handed)

Use Time: Action

Range: 30 ft./60 ft.

Weight: 2 lbs

This spring loaded device fires two inch long steel nails at tremendous velocity, impaling anything caught in their path.

When you score a hit with the weapon, it deals 1d10 piercing damage. Additionally, if you hit a Medium or smaller creature or object that is adjacent to a solid surface, you may nail the target to the surface. The nail can support the weight of a 20 lb object before giving way, and multiple nails can be used to support an object. A creature nailed to a surface is grappled and must use their action to make a Strength (Athletics) check against your fizzcrafting DC.

This technology's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10) in this class.

POWERED CARAPACE

Equip: Worn

Use Time: Bonus Action

Range: Self

Weight: 5 lbs

This lattice of metal, springs, and gears fits tightly over either your arms or legs, augmenting it with the strength of steel and science.

When you activate this technology, your body becomes augmented with mechanical strength for 10 minutes. Your size is considered Large for the purposes of grappling and your carrying capacity and you have advantage on Strength checks. Once this effect ends, you cannot use the exo-frame again until 8 hours have passed.

SHOCK FORK

Equip: Held (one-handed, light)

Use Time: Action

Range: 5 feet

Weight: 1 pound

This thin copper fork is attached to a thick handle fitted with wires and a conspicuous switch.

As a bonus action, you can flick the switch to cause an arc of electricity to spark between the tines of the fork for 1 minute, or until you flick the switch again to shut it off. While the tazing fork is charged, you can use it to make a melee fizzcrafting attack against a target within range. On a successful hit, the target takes 1d6 lightning damage. If the target is a creature, it must succeed on a Constitution saving throw or fall prone.

This technology's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6) in this class.

THUNDERSPEAKER

Equip: Held (one-handed)

Use Time: Action

Range: Self (30-foot-cone)

Weight: 2 pounds

This silvery bullhorn resonates with thunderous power, magnifying sound to deafening volumes.

You can use the thunderspeaker to speak into it, producing a blast of deafening volume in a 15 foot cone. Creatures in the affected area must succeed on a Constitution saving throw or be deafened until the end of your next turn. Any sound projected through the thunderspeaker can be clearly heard by creatures up to 1 mile away.

FIZZAR SCHEMATICS

The following schematics are presented in alphabetical order.

BRAWN BOOSTER

Equip: Worn

Use Time: Bonus Action

Range: Self

Uses Per Upkeep: 4

Weight: 12 lbs

This body reinforcing armature seamlessly integrates with your equipment and technology.

Tier 1: While you wear this technology, when you make an attack roll or an ability check on your turn using Strength, Dexterity, or Constitution, you may immediately activate the brawn booster to add 1d4 to the roll.

At Higher Tiers: For each technological tier higher than 1st, the size of the dice added to the roll increases: 1d6 for a Tier 2 brawn booster, 1d8 for a tier 3 brawn booster, 1d10 for a tier 4 brawn booster and 1d12 for a tier 5 brawn booster.

Tier 5. When you use a tier 5 brawn booster and miss on the attack or fail the ability check, the flywheel regains one of its expended uses, up to its maximum.

CACOPHONATOR

Equip: Held (one-handed)

Use Time: Action

Range: Self (30-foot-cone)

Uses Per Upkeep: 3

Weight: 3 pounds

This brass speaker clicks and pops, threatening to screech at a moment's notice.

Tier 1: As an action you can flare the speaker, unleashing a blast of sound in a 30-foot cone. Each creature that can hear in the affected area must succeed on a Constitution saving throw or be dazed by the sound for 1 minute. While dazed in this manner, a creature suffers from the following penalties:

- ♣ It can take either an action or a bonus action on its turn (but not both) and can only make a single attack on each of its turns.
- ♣ It makes its attacks with disadvantage.
- ♣ Its movement speed is halved.
- ♣ An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

At Higher Tiers. For each technology tier higher than tier 1, the size of the cone increases by 15 feet.

Tier 5. When a creature fails the Constitution saving throw against a tier 5 cacophonator by 10 or more, it instead cannot repeat the saving throw to end the effect over its duration.

COGWORK ARMOR

Equip: Worn

Use Time: Reaction

Range: Self

Uses Per Upkeep: 3

Weight: 30 lbs

This suit of all encompassing armor is composed of interlocking gears beneath metal plates, ensuring both protection and offensive capability.

Tier 1: When you create this technology, you create a suit of heavy armor. Even if you are not proficient in heavy armor, you are proficient with this armor. While you wear this technology, your AC is 16. Additionally, when you are forced to make a Dexterity or Constitution saving throw saving throw, you may use the technology to instead make a Strength save throw (the save DC remains the same).

At Higher Tiers: For each technological tier higher than 1st, the AC of the armor increases by 1, to a maximum of 21 at Tier 5.

Tier 5. When you expend a use of a tier 5 cogwork armor and fail the Strength saving throw, you immediately regain that expended use.

DEPLOYABLE COVER

Equip: Held (two-handed)

Use Time: Action

Range: 5 feet

Uses Per Upkeep: 3

Weight: 10 lbs

This heavy box unfolds into a sturdy barrier that protects against most forms of attack.

Tier 1: As an action you can place the deployable cover in an unoccupied space within reach, which then immediately unfolds into a defensive wall of metal that is 5 feet high, 15 feet long, and 3 inches thick, with one side optimized for defense (chosen by you when the wall is ployed). The wall provides half cover to friendly creatures within 5 ft. of it on its defended side, even if they would not ordinarily gain half cover from the wall.

The wall has an AC of 14, 40 hit points and immunity to psychic and poison damage. It reverts to its undeployed state if reduced to zero hit points or when you use an action to revert it.

At Higher Tiers: For each technology tier higher than 1st, the length of the wall increases by 10 ft. and its hit points increases by 10.

Tier 5. A tier 5 deployable cover provides three-quarters cover, instead of half cover, to friendly creatures within 5 ft. of it on its defended side.

HAWK'S EYE LENS

Equip: Worn

Use Time: Bonus Action

Range: 60 feet

Uses Per Upkeep: 2

Weight: 1/2 pound

This crystalline lens, worn over one eye, has a mechanical knob which can be turned to increase magnification on an opponent's weak points.

Tier 1: As a bonus action while you wear this technology, you can spend one of its uses to twist the knob on its side and reveal the weak points of a creature or an unattended object you can see within 60 feet of you. When you do this, you and any allies within 30 feet of you that can hear you can't have disadvantage on attack rolls made against the target until the start of your next turn. Additionally, any attack made against the target by you and any affected allies before the start of your next turn scores a critical hit on a roll of 19 or 20.

At Higher Tiers. For each technology tier higher than tier 1, the minimum attack roll that you and any affected allies need to score a critical hit on the target is decreased by 1 (19 becomes 18, etc).

Tier 5. When you use a tier 5 hawk's eye lens, its effect lasts for as long as you maintain concentration on it (up to 1 minute)

INFERNO CANNON

Equip: Held (two-handed, heavy)

Use Time: Action

Range: Self (30-foot-cone)

Uses Per Upkeep: 2

Weight: 15 pounds

This heavy, cast iron cannon smoulders with burning fuel and radiates intense heat.

Tier 1: As an action while you hold the cannon you can project a 30 foot cone of superheated ash. Each creature in the affected area must succeed on a Dexterity saving throw or catch fire, and unattended objects and structures in the affected area immediately catch fire. Anything caught on fire by this technology takes 1d4 fire damage at the end of each of your turns. A creature who has caught fire can attempt a new dexterity saving throw at the end of each of its turns, ending the effect for itself on a success. A creature can also extinguish the flames by completely immersing itself in non-flammable liquid.

At Higher Tiers. For each technology tier higher than tier 1, a target caught fire by the inferno cannon takes an additional 1d4 fire damage at the end of each of your turns.

Tier 5. Creatures who have caught fire from a tier 5 inferno cannon have disadvantage on Dexterity saving throws made to end the effect.

LIFT WINGS

Equip: Worn

Use Time: Action

Range: Self

Uses Per Upkeep: 2

Weight: 15 pounds

These mechanical wings provide enough thrust to become airborne.

Tier 1: As an action while you wear the lift wings, you can power it up for 1 minute, granting you a fly (hover) speed of 20 feet for as long as you continue to wear it.

At Higher Tiers. For each technology tier higher than tier 1, the hover speed granted by the lift wings increases by 10 feet.

Tier 5. When you activate the tier 5 lift wings, the duration of the fly speed the technology grants is increased to 10 minutes.

LIGHTNING TETHER

Equip: Held (one-handed, light)

Use Time: Action

Range: 60 feet

Uses Per Upkeep: 3

Weight: 3 pounds

This long silver rod emits a hair raising electrical whine, charging the air with energy.

Tier 1: You can use the lightning tether to cause two creatures you can see within 60 feet of each other to become tethered by electricity for 1 minute, during which time you must concentrate to maintain the effect. While tethered in this manner, an affected creature attempting to move away from the creature to which it is tethered must spend 2 feet of movement for every 1 foot it moves. At the end of each of your turns, both tethered creatures must succeed on a Strength saving throw or be pulled 10 feet toward each other. If this movement pulls either creature into the other, the effect ends and the tethered creatures take 2d6 lightning damage and 2d6 bludgeoning.

At Higher Tiers. For each technology tier higher than tier 1, both the lightning and bludgeoning damage dealt by the effect when it ends increases by 2d6.

Tier 5. A tier 5 lightning tether can affect up to two additional creatures when used.

MECHANIC'S WRENCH

Equip: Held (two-handed)

Use Time: Action

Range: 10 feet.

Uses Per Upkeep: 4

Weight: 90 lbs

This tremendously oversized wrench is the perfect tool for working on heavy duty machinery, or bonking the heads of those who mess with your machines.

Tier 1: When you use the technology, you make a melee fizzcrafting attack against a Huge or smaller creature within reach. On a successful hit, the target takes 2d6 bludgeoning damage and is grappled and restrained (escape DC equal to your fizzcrafting save DC). While you have a target grappled and restrained in this manner, you cannot use this wrench to attack another creature.

Additionally, you can also use the wrench to manipulate an unattended object or piece of technology within range so that it cannot be opened, closed, or used without the creature attempting to use it first succeeding on a Strength (Athletics) check versus your fizzcrafting save DC, or the attempt fails.

At Higher Tiers: For each technological tier higher than 1st, you increase the damage dealt by the wrench by 2d6.

Tier 5. Targets grappled by a cutting edge wrench maximum are also vulnerable to damage dealt by the wrench.

MIRAGE PROJECTOR

Equip: Held (one-handed)

Use Time: Action

Range: 5 feet

Uses Per Upkeep: 2

Weight: 3 pounds

This electrically charged box is fitted with a delicate lens through which it projects all manner of animated images.

Tier 1: As an action while you hold the mirage projector, you may create an illusion of a creature, object, or structure in an unoccupied space that you can see within 300 feet. The illusion must be able to fit within a 50 foot cube, otherwise the effect fails. When the illusion appears, each creature that can see the illusion must succeed on an Intelligence saving throw or believe it to be real for as long as it remains unaware of the illusion's true nature. The illusion fools auditory, olfactory, and visual senses, but any direct contact with it reveals its true nature. The illusion lasts for up to 10 minutes, remaining in its created space and performing a single course of action (when applicable) chosen by you at the time of its creation. As an action while you hold the projector, you can end the illusion or cause it to take a course of action, including moving up to 60 feet from its current position. The illusion ends early if you become incapacitated, stop holding the projector, or are ever farther than 300 feet from the illusion.

At Higher Tiers. For each technology tier higher than tier 1, you gain an additional use of the mirage projector before it must undergo upkeep to be used again, to a maximum of seven uses at tier 5.

Tier 5. A tier 5 mirage projector need not be held to maintain its effects for the duration, nor do its effects end early if you become incapacitated.

OIL WASHER

Equip: Held (one-handed)

Use Time: Action

Range: Self (30 foot line that is 5 feet wide)

Uses Per Upkeep: 5

Weight: 12 lbs

This hydraulic hose is attached to a tank of industrial oil ideal for coating targets in slipper ichor.

Tier 1: When you activate this technology, you project a line of slippery oil in a 30 foot line that is 5 feet wide from you in a direction you choose. Solid objects, structures, and ground in the affected area are coated in the oil for 10 minutes, and creatures in the affected area must also succeed on a Dexterity saving throw or become similarly coated. A creature that attempts to hold, grab, or grapple a coated target must succeed on a Strength (Athletics) or Dexterity (Sleight of Hand) check, or the attempt fails. When a creature enters an area of ground affected by the oil for the first time on a turn or starts its turn there must succeed on a Dexterity saving throw or fall prone.

At Higher Tiers: For each technological tier higher than 1st, the length of the line created by the oil washer increases by 10 feet.

Tier 5. When you expend a use of a Tier 5 oil washer, the oil becomes flammable. If anything coated by the oil is exposed to an open flame or takes fire damage, the oil is consumed and the coated target takes 6d6 fire damage.

ROPE LAUNCHER

Equip: Held (one-handed)

Use Time: Bonus Action

Range: 30 feet

Uses Per Upkeep: 5

Weight: 6 pounds

This mechanized grappling hook utilizes a complicated series of cogs to fire and retract with great speed.

Tier 1: As a bonus action while you hold the rope launcher, you may fire a grappling hook at a solid surface or creature within range. When you do so, you can choose to either immediately pull yourself to the target, or detach the trailing rope from the technology, leaving a length of rope equal to the rope launcher's range attached to the target. If the target has an AC, you must succeed on a ranged fizzcrafter attack against it or the grapple misses. A creature successfully hit by the rope launcher is grappled, and must use their action to make a Strength (Athletics) check against your fizzcrafter DC to break free.

At Higher Tiers. For each technology tier higher than tier 1, you increase the rope launcher's range by 15 feet, and its weight increases by 2 pounds

Tier 5. When you hit a Huge or smaller target with a tier 5 rope launcher, you can choose to pull it in a straight line toward you a distance equal to the range of the rope launcher.

SCRAPGRINDER

Equip: Held (Two-Handed, Heavy)

Use Time: Action

Range: Self (120 foot line)

Uses Per Upkeep: 3

Weight: 60 lbs

This long cylinder of metal is topped with grinding teeth which spin and whirl, obliterating anything caught in its path.

Tier 1: When you use the technology, you launch a scything set of mechanical grinders in a 120 foot line that is 5 feet wide. Each creature in the affected area must succeed on a Dexterity saving throw or take 1d12 slashing damage, or half as much on a success. If the grinder encounters a solid object or structure as it travels that would prevent its movement, it deals 1d12 slashing damage to the object. If this damage would be enough to destroy the object or section of structure, the grinder continues along its path to the end of the effect.

At Higher Tiers: For each technological tier higher than 1st, the damage of the grinder is increased by 1d12.

Tier 5. When you use a tier 5 scrapgrinder, you may expend additional uses (no action required) to repeat its effect, so long as none of the grinder's affected areas overlap.

SMOKETHROWER

Equip: Held (One-Handed)

Use Time: Action

Range: Self (30 foot cone)

Uses Per Upkeep: 4

Weight: 8 lbs

This unwieldy machine uses compressed air to emit clouds of noxious smoke at those who you deem deserving.

Tier 1: When you use the technology, you project a cloud of smoke in a 30 foot cone, which lasts for 1 minute. The affected area is heavily obscured and creatures within cannot breathe. A strong wind disperses the cloud, or if an effect that deals fire damage enters the affected area. When this occurs, the cloud explodes, dealing 2d8 fire damage to creatures, unattended objects, and structures within the affected area.

At Higher Tiers: For each technology tier higher than tier 1, the fire damage dealt by the effect when the cloud explodes increases by 2d8.

Tier 5. When you use a tier 5 smokethrower, creatures in the affected area fall prone.

SWIFT WHEELERS

Equip: Worn

Use Time: Bonus Action

Range: Self

Uses Per Upkeep: 10

Weight: 4 pounds

These metal boots are equipped with a dynamic set of wheels which allow you to drive across surfaces with incredible speed.

Tier 1: When you use the swift wheelers, you can immediately take the Dash action and are immune to difficult terrain until the end of that turn.

At Higher Tiers. For each technology tier higher than tier 1, your base walking speed increases by an additional 5 feet when you activate the swift wheelers.

Tier 5. When you use tier 5 swift wheelers, until the end of your turn your movement doesn't provoke opportunity attacks.

SNAPTRAP

Equip: Held (one-handed)

Use Time: Action

Range: 5 feet

Uses Per Upkeep: 1

Weight: 10 pounds

This sturdy device is a spring loaded trap with pointed teeth, capable of ensnaring the most evasive of creatures.

Tier 1: As an action while you hold the snaptrap, you may place it in an unoccupied space on the ground within reach and arm it. When you do so, the trap becomes hidden (Detect DC equal to your spell save DC), and when a creature enters its space for the first time on a turn it snaps shut, making a fizzcrafting attack against the creature. On a successful hit, the creature is grabbed by the trap and takes 1d10 piercing damage. A creature grabbed in this manner has its speed reduced to zero for as long as it is grabbed by the trap. A creature can be freed from the trap by a creature within reach taking an action to attempt a Strength (Athletics) or Dexterity (Sleight of Hand) check versus your fizzcrafting save DC, freeing the creature on a success.

At Higher Tiers. For each technology tier higher than tier 1, the piercing damage dealt by the snaptrap on a successful hit is increased by 2d10.

Tier 5. A creature grabbed by a tier 5 snap trap cannot be moved or teleported for as long as it is grabbed by the trap.

SPROCKET SHIELD

Equip: Worn (Shield)

Use Time: Bonus Action

Range: 5 feet.

Uses Per Upkeep: 2

Weight: 15 lbs

This gear shaped shield stores tremendous potential energy, releasing it in a tremendous burst of motion and noise.

Tier 1: When you create this technology, you fashion a sturdy shield with which you are proficient. When you use this technology, you make a melee fizzcrafting attack against a creature or unattended object of Huge size or smaller within reach. On a successful hit, you throw the target up to 15 feet away from you in a straight line, landing prone (when applicable).

At Higher Tiers: For each technological tier higher than 1st, the maximum distance the target can be thrown increases by 5 feet.

Tier 5. When you score a hit with a tier 5 sprocket shield, you can choose to destroy the technology and increase the distance you may throw your target up to 200 feet.

TORQUE BOW

Equip: Held (Two-Handed)

Use Time: Action

Range: 120 feet/300 feet

Uses Per Upkeep: 6

Weight: 12 lbs

This metallic bow uses the torque of mechanically wound cables to fire projectiles at devastating speed.

Tier 1: When you create this technology, you fashion a heavy crossbow in which you are proficient. When you use the technology, you activate the bow's mechanisms and begin charging it with tremendous kinetic energy for up to 1 minute. While you are charging the bow in this manner, your speed is reduced to 10 feet and if you become incapacitated or the bow leaves your hands the effect fails. As an action on each of your turns, you may unleash the charged up energy of the bow by making a ranged fizzcrafting attack against a creature or object you are aware of within range. On a successful hit, the target takes 1d10 piercing damage, plus an additional 1d6 piercing damage for each turn you took where you charged the bow to a maximum of 10d6 additional damage.

At Higher Tiers: For each technological tier higher than 1st, the additional damage dealt by the bow for each turn you charged it increases by 1d6. The maximum additional damage the bow can deal remains the same.

Tier 5. When you make an attack with a tier 5 torque bow, you target each creature with the attack in a 300 foot line that is 5 feet wide as the projectile pierces through any target it encounters.

WIND-UP DECOY

Equip: Held (Two-Handed)

Use Time: Action

Range: 60 feet

Uses Per Upkeep: 3

Weight: 6 lbs

This clever machine fits compactly into a small case, springing into a full animated decoy of you when deployed.

Tier 1: When you use the technology, you hurl a case at an unoccupied space you can see within range, which immediately deploys into a shockingly realistic and automated decoy of you for 10 minutes. While deployed, the decoy emits basic sounds and makes gestures as though it were alive, but cannot move from its space. Creatures that perceive the decoy are unable to distinguish it from you unless they first succeed on a Wisdom (Perception) or Intelligence (Investigation) check versus your fizzcrafting save DC, or until they see the decoy take damage. The decoy has an AC of 12 and 30 hit points.

At Higher Tiers: For each technological tier higher than 1st, the technology gains an additional use before it must receive upkeep.

Tier 5. When you use a tier 5 wind up decoy, you can designate it to detonate when it is destroyed or when a creature gets within 15 feet of it. When the decoy detonates, it is destroyed and erupts in a blast of fire in a 15 foot radius sphere centered on it. Each creature in the affected area must succeed on a Dexterity saving throw or take 10d6 fire damage, or half as much on a success.