

HUMBLEWOOD™

Humblewood 2 Playtest

THE GADGETEER CLASS 2.1

NOVEMBER 2024



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This month, the Gadgeteer class is back, this time with two new subclasses. We've made some adjustments to the base class to make things clearer and fix a few errors. But the main new material here are the two new subclasses, the mechanically-minded Engineer, and the Fizzar, who dabbles in the arcane.

Thank you so much for your feedback on the reworking of the Gadgeteer Class last time! Please share your feedback on this version here: <https://forms.gle/NN8i1nmJqABNXQu16> We want to make this class something you'll really enjoy!

New Class: Gadgeteer

NEW CLASS 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 flamethrower 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 ancient knowledge of 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	Maximum Component Tier
1st	+2	Gadgeteering, Frames, Components	2	3	1
2nd	+2	Always Prepared	2	4	1
3rd	+2	Gadgeteer Path	2	5	1
4th	+2	Ability Score Improvement	2	6	1
5th	+3	Signature Frame, Hot Swap	3	7	1
6th	+3	Gadgeteer Path Feature, Tools and Talent	3	8	1
7th	+3	Component Tier Upgrade, See How It Ticks	3	9	2
8th	+3	Ability Score Improvement	3	10	2
9th	+4	Gadgeteer Path Feature	4	11	2
10th	+4	Sufficiently Advanced Technology	4	12	2
11th	+4	Sacrificial Scrapping	4	13	2
12th	+4	Ability Score Improvement	4	14	2
13th	+5	Gadgeteer Path Feature	5	15	2
14th	+5	Component Tier Upgrade, Magic Item Hacking	5	16	3
15th	+5	Seasoned Researcher	5	17	3
16th	+5	Ability Score Improvement	5	18	3
17th	+6	Gadgeteer Path Feature	6	19	3
18th	+6	Favorite Component	6	20	3
19th	+6	Ability Score Improvement	6	21	3
20th	+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, tinker's 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 agility or physical strength. 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 modifier = 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 them by spending additional Scrap.

You can build gadgets using the following frames.

AUTONOMOUS FRAME

This convenient gadget can act semi-independently.

Scrap Cost: 3

Component Placements: 3

Remote Control. Your gadget moves and acts on your turn, and you can use your bonus action to command it to move and take the Attack, Disengage, or Dash action. If you do not issue a command, it does not move and takes the Dodge action.

Mobile. Your gadget can move independently and has a walking speed of 20 feet. Its movement can involve legs, wheels, or any other form of locomotion chosen when you construct it.

Defenses. Your gadget has HP equal to two times your Gadgeteer level, and its AC is 10 + your proficiency bonus. It is immune to poison and psychic damage.

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 can use its action to make one attack that deals 1d12 piercing, slashing, or bludgeoning damage, which you choose when you first construct the gadget.

Ranged: Your gadget can use its action to make one ranged attack of 30/60 feet that deals 1d10 piercing or bludgeoning damage, which you choose when you first construct the gadget.

Utility: Your gadget has an additional component placement.



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HANDHELD FRAME

This versatile gadget 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. Using your action, you make a melee weapon attack with your gadget. Your gadget has a reach of 5 feet and does 1d8 piercing, slashing, or bludgeoning damage, which you choose when you first construct the gadget.

Ranged. Using your action, you make a ranged weapon attack with your gadget. Your gadget has a range of 30/60 feet and deals 1d6 piercing or bludgeoning damage, which you choose when you first construct the gadget.

Utility. Your gadget has an additional component placement.

WEARABLE FRAME

This sturdy gadget 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.

Worn. You must be wearing this gadget to benefit from its features. You can don the gadget using your action and doff it using a bonus action.

Basic Function. Choose one of the following features:

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

Ranged. Your gadget has a range of 30/60 and does 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. There are three categories of components: combat, defense, and utility. 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 level 7 in this class, you can construct tier 2 components, and when you reach level 14 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

Defense 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 will create a cloud of debris in a 10-foot-radius sphere centered on the gadget. Any creatures standing within this radius are lightly obscured and have the benefits of half cover. This effect lasts for one 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 after you finish a long rest.

AUTO-SHIELDING

Defense 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 bonus (minimum of 1) within 30 feet of the gadget. 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 after you complete 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 and can use the receiver to reply.

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, lightning, fire, 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	Flight 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 doing 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 you can't target other creatures with this gadget until this grapple ends. The DC to escape 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

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LIGHTWEIGHT

Utility component

Scrap Cost: 2

Your gadget is made out of light materials, making it easier to handle and less bulky. 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:** You don't have disadvantage on Dexterity (Stealth) checks while wearing this gadget.

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 make two attacks 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

From level 2, 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 ability, you can't use it again until you complete a long rest. You can regain the Scrap used to create these items when you finish a short or long rest and spend time deconstructing them. 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 level 3, 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.

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.

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. 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 turn in initiative, adding your Intelligence modifier to its initiative roll. 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 creature with the construct type for the purposes of being targeted by spells. It uses your saving throws when making Strength, Dexterity, and Constitution saves.

- ♣ **Handheld.** When you construct a handheld frame, it has 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 on a hit.

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 complete 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 have completed 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 = 8 + your proficiency bonus + your Intelligence modifier, and your spell attack bonus = your proficiency bonus + your Intelligence modifier.

When you reach 18th level in this class, you can also spend the same amount of Scrap to allow another creature to exceed the total number of magic items they can attune to by one. This does not change the creature's spellcasting Ability when using the item.

As an action while holding the hacked item, you can end your Magic Item hacking on it, regaining any Scrap spent.

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

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

ENGINEER

The path of the engineer emerged out of the mapach tradition of scroungcraft and the growing field of cogwork. These innovative inventors focus on mechanical energy, outfitting their gadgets with springs, cogs, and levers to produce powerful effects. They tend to be willing to get their paws or talons dirty, creating solutions under pressure.

CRAFTY COMPONENTS

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

QUICK SHIELD

Defense component

Scrap Cost: Equal to tier

When you are hit by an attack, as a reaction you can activate this component to give yourself a bonus to your AC equal to the component's tier plus your Intelligence modifier (minimum +1) that can potentially prevent the hit. You only gain this bonus against the triggering attack.

MULTITOOL

Utility component

Scrap Cost: 2

Your gadget acts as one artisan's tool, thieves' tools, or musical instrument of your choice. If you don't have proficiency with the specified tool or instrument, you can add your proficiency bonus when making checks using the gadget containing this component. You can install this component up to three times on a single gadget.

SAFETY EQUIPMENT

At 3rd level, you gain proficiency in medium armor. When using a Wearable frame, you gain its benefits while wearing medium armor.

QUICK STUDY

From 6th level, you learn that the first step to solving problems is to identify the problem. You gain expertise in Investigation, meaning your proficiency bonus is doubled for any ability check you make with this skill. On a successful Intelligence (Investigation) check made to interact with an object or trap, you grant the next creature to interact with that object or trap advantage on any checks or saving throws related to it.

MECHANICAL SPECIALIZATION

At 9th level, your studies allow you to further specialize in certain frames using your mechanical knowledge. Depending on your Signature Frame, you gain one of the following abilities:

- ♦ **Autonomous.** Autonomous gadgets you build have a number of hit points equal to three times your gadgeteer level.
- ♦ **Handheld.** When you build a handheld frame, the reach or range for its effects is doubled.
- ♦ **Wearable.** While building a gadget on a wearable frame, you may choose one of the attached components to cost one less scrap, to a minimum of 0 Scrap.

UPCYCLING

From 13th level, you find new ways to apply your innovations to other items. As part of constructing your gadgets, you can apply one component to a nonmagical weapon or item in place of a frame. When assembling a gadget in this way, you don't have to spend Scrap on the frame. These upcycled items can be used by any creature, including the offensive, defensive, and utility components you applied. When other creatures use these upcycled items, they use your Gadget DC or Gadget attack modifier.

MAKE MORE WITH LESS

From 17th level, when you are building gadgets during a long rest, you have 4 additional Scrap to use on frames and components. You cannot exceed your active gadget maximum.

FIZZAR

Fizzars harness the natural, magical energies that thrum through the world of Everden, combining their technology with the arcane. These gadgeteers have rediscovered the secrets of the ancient school of artificers called the Fizzars, though they gather elemental energy far more thoughtfully than their forebears. Some come to the same conclusions as the ancient Fizzars independently. While others spend years seeking long lost arcane blueprints out from archives and ruins.

ARCANE COMPONENTS

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

Spell Emulator

Special component

Scrap Cost: Equal to tier

When you add this component to a gadget, choose one spell from the sorcerer's spell list that does not require concentration. The spell must be of a level equal to the components tier or lower. The component allows you to cast this spell using your gadget a number of times equal to its tier and regains all expended uses when you finish a long rest. The spell uses your or Gadget attack modifier or Gadget save DC. When casting a spell in this way, you do not require components, but you must meet all the other requirements of the spell, including casting time and range.

Tier	Scrap Cost	Number of Uses
1	1	1
2	2	2
3	3	3

Elemental Battery

Defense component

Scrap Cost: 2

While you are wielding this gadget, you can use your bonus action to gain resistance to one of the following damage types until the end of your next turn: acid, cold, fire, force, lightning, or thunder damage. Additionally, on a hit, the next attack you make before the end of your next turn does an additional 1d4 damage of the same type. You can use this ability a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a short rest.

Elemental Expertise

At 3rd level, choose one damage type from the following: acid, cold, fire, force, lightning, or thunder. When you deal damage of your chosen type using one of your gadgets and roll a critical hit, add an extra damage die of your chosen damage type in addition to the extra damage die for the critical hit. Additionally, you can choose to reroll any number of damage die and must use the new result.

When you reach 10th and 15th level in this class, choose an additional damage type.

TRANSFERABLE SKILLS

Starting at 6th level, you have learned to read *spell scrolls* the same way you read your arcane blueprints. You can attempt to cast a spell from any *spell scroll* regardless of which spell list it comes from. To successfully use a *spell scroll*, you must make an ability check using your Intelligence modifier to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect.

ARCANE SPECIALIZATION

At 9th level, your integration of magic with technology allows you to further specialize certain frames. Depending on your Signature Frame, you gain one of the following abilities:

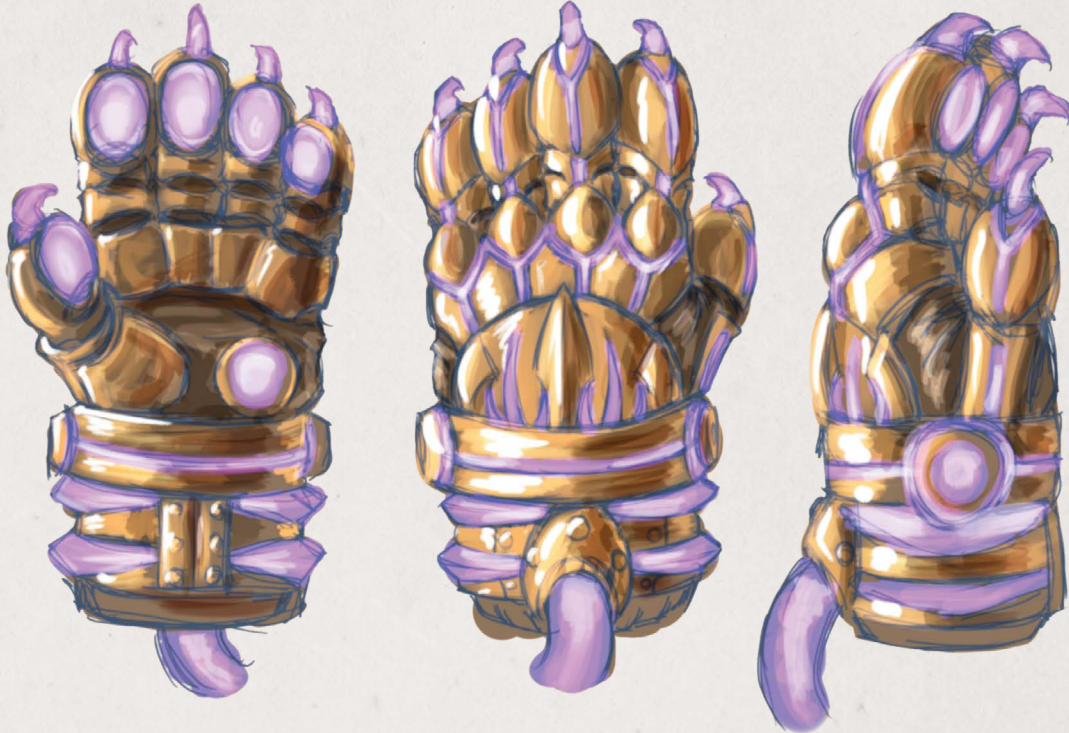
- ♦ **Autonomous.** Your autonomous gadgets gain resistance to one of the following damage types: acid, cold, fire, force, lightning, or thunder. You chose the type of resistance when you build the gadget.
- ♦ **Handheld.** Your handheld gadgets that deal damage deal an additional die of damage on a hit. This additional damage shares the base damage type of the gadget.
- ♦ **Wearable.** When you are hit with a melee attack, you can use your reaction to force the attacker to take 1d4 force damage for each Wearable gadget you are wearing.

ARCANE DRAIN

At 13th level you learn the *divert power** spell. You can cast this spell a number of times equal to your proficiency bonus and regain all uses after a long rest. (See July 2024's Playtest *Caprants, Arma Hedges, and Spells* for the details of the *divert power** spell).

ELEMENTAL OVERLOAD

At 17th level, you've learned to overcharge your gadgets to devastating effect. As an action, you cause one of your gadgets to explode. As part of this action, you can throw the gadget to a point within 30 feet of you or target an Autonomous gadget you can see. Each creature within a 10-foot-radius sphere centered on the exploding gadget must make a Dexterity saving throw against your Gadget save DC. On a failed save, a creature takes force damage equal to 10 times the number of Scrap used in the gadget, or half as much damage on a successful save. The gadget is destroyed, and you don't regain its Scrap until you finish a long rest.



A Fizzar's Wearable
Enhanced Gauntlets