

PORCELAIN SOULFORGED



byproduct of the Warforged research project, these tall skeletal variants are made of clay instead of metal. While their metal brethren were designed as killing machines these were originally created by an optimistic member of the research team, as scholars.

TALL AND DELICATE

Typically between 7 and 8 feet tall, with unnaturally long limbs. Their external plates are bone white, often marked with decorative blue patterns. Despite the magical reinforcements they are still made of clay, and have to be careful not to break their plates.

SOULFORGED NAMES

A soulforged has both a name and a number. Their names often come either from the humans that originally created them, or else from where they have settled. Soulforged are not particularly attached to their names, using them mostly to make other races more comfortable around them. Between themselves they use numbers. The original soulforged were given production numbers. Since their creation they have been known to create more. Usually between 2 and 4 soulforged will gather in seclusion and the offspring will be numbered as the product of the parents.



SOULFORGED TRAITS

Your soulforged character has certain traits deriving from your nature.

Ability Score Increase. Your intelligence score increases by 2, and your dexterity score increases by 1.

Age. A soulforged can be of any age. They do not appear to be affected by aging. You are immune to magical aging effects.

Alignment. Most soulforged are peaceful. They usually consider knowledge a higher calling than the law.

Size. soulforged are very tall, often reaching 7 or 8 feet tall. They also have unnaturally long limbs, and are best described as skeletal. Your size is medium.

Speed. Your base walking speed is 35.

Constructed Resilience. Due to being in part a construct you gain the following benefits.

- You have advantage on saving throws against being poisoned, and have resistance to poison damage.

- You don't need to eat, drink, or breathe.

- You are immune to disease.

- You don't need to sleep, and magic can't put you to sleep.

Data logging. When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. You are not aware of your surroundings during this time. You have a perfect recollection of events logged this way, however if you go more than 48 hours without using this feature you start forgetting events. Every hour over the limit erases the first remembered hour of the time limit.

Integrated Systems. You have two artisan's tools of your choice integrated into your body. You have proficiency with these tools.

Languages. You can speak, read, and write Common, and three other languages of your choice.

CREDITS:

The homebrewery is awesome. Look them up.

I made this for two reasons, one I liked the visual design of the characters (although I think I will need to update my graphics to better match my image) and second, I wanted a non marital focused warforged variant.

This bastardization of the warforged race brought to you by u/genontbrelken

Art By u/genontbrelken

ARTIFICER: AUTO TINKER

Auto Tinkers focus on upgrading themselves. They almost universally have at least some synthetic parts. These synthetic body parts are changed and adapted to solve any problems. Don't be surprised when an auto tinker's arm pops apart into a skeleton of tools.

class requirements: A partly or fully synthetic body, Int 13 or higher.

CLASS FEATURES

As a berserker-typist, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per Auto-Tinker level

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

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

PROFICIENCIES

Armor: Light Armor, Medium Armor, Shields

Weapons: Simple weapons, Hand Crossbows, Heavy Crossbows

Tools: Thieves's tools, Tinker's tools, one type of artisan's tools of your choice

Saving Throws: Intelligence, Dexterity

Skills: Choose two from Arcana, History, Medicine, Nature, Investigation, Sleight of Hand

EQUIPMENT

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

- Any two simple weapons
- A light crossbow and 20 bolts
- (a) Studded leather armor or (b) Scale mail
- Thieves' tools and a dungeoneer's pack

Optional rule: If firearms are common, and the auto tinker has been exposed to them, they gain proficiency with firearms.

SPELLCASTING

You have studied the working of magic, and learned to channel it through your synthetic body parts. As a result you have gained a limited ability to cast spells. To observers you don't appear to be casting spells in the conventional way; the effects appear to be produced out of your synthetic body parts.

SPELLCASTING FOCUS

Your synthetic parts serve as your spellcasting focus, if you are somehow parted from them you can no longer cast spells.

CANTRIPS

At first level you know two cantrips of your choice from the auto tinker spell list. At higher levels you learn additional cantrips, as shown in the known cantrips column of the auto tinker table.

When you gain a level in this class you can replace one of the auto tinker cantrips with another cantrip from the auto tinker spell list.

PREPARING AND CASTING SPELLS

The auto tinker table shows how many spell slots you have to cast your artificer spells. To cast one of your auto tinker spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of auto tinker spells that are available for you to cast, choosing from the artificer spell list. When you do so, choose a number of auto tinker spells equal to your Intelligence modifier + half your auto tinker level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of auto tinker spells requires time spent in tinkering with your spellcasting focuses: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

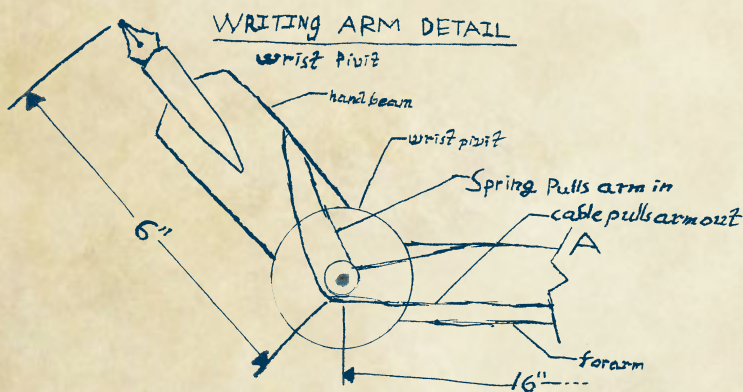
Intelligence is your spellcasting ability for your artificer spells; your understanding of the theory behind magic allows you to wield these spells with superior skill. You use your Intelligence whenever an artificer spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an artificer spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

RITUAL CASTING

You can cast an artificer spell as a ritual if that spell has the ritual tag and you have the spell prepared.

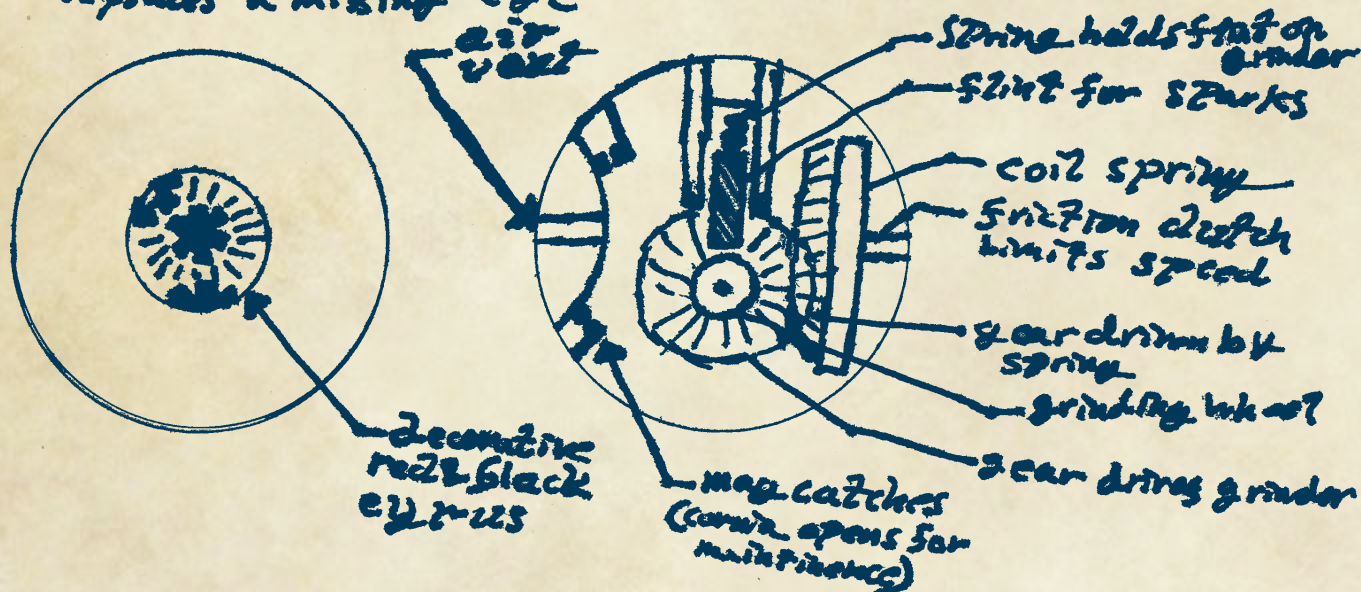


THE AUTO TINKER

Level	Proficiency Bonus	Features	Enhancements Known	Active Enhancements	Cantrips Known	1st	2nd	3rd	4th	5th
1st	+2	Tinkering, Spellcasting	—	—	2	2	—	—	—	—
2nd	+2	Enhancements	4	2	2	2	—	—	—	—
3rd	+2	Improvised tools, specialization	4	2	2	3	—	—	—	—
4th	+2	Ability Score Improvement	4	2	2	3	—	—	—	—
5th	+3	Specialization feature	4	2	2	4	2	—	—	—
6th	+3	Tinkering expert	6	3	2	4	2	—	—	—
7th	+3	Momentary inspiration	6	3	2	4	3	—	—	—
8th	+3	Ability Score Improvement	6	3	2	4	3	—	—	—
9th	+4	Specialization feature	6	3	2	4	3	2	—	—
10th	+4	Integration Adept	8	4	3	4	3	2	—	—
11th	+4	Spell-Catching	8	4	3	4	3	3	—	—
12th	+4	Ability Score Improvement	8	4	3	4	3	3	—	—
13th	+5	—	8	4	3	4	3	3	1	—
14th	+5	Integration Savant	10	5	4	4	3	3	1	—
15th	+5	Specialization feature	10	5	4	4	3	3	2	—
16th	+5	Ability Score Improvement	10	5	4	4	3	3	2	—
17th	+6	—	10	5	4	4	3	3	3	1
18th	+6	Integration Master	12	6	4	4	3	3	3	1
19th	+6	Ability Score Improvement	12	6	4	4	3	3	3	2
20th	+6	Soulbound Items	12	6	4	4	3	3	3	2

clockwork. deamon eye

Provides illumination & information
replaces a missing eye



TINKERING

You learn how to invest an extra spark of magic into your synthetic parts. Using your tinkers tools you can invest the following properties into them.

- The part sheds bright light in a 5-foot radius and dim light for an additional 5 feet.
- At will record, or play back 6 seconds of sound. The playback can be heard within 10 feet and the recording will contain everything you heard for the six seconds.
- A static visual effect appears on the surface. This effect can be a picture, up to 25 words of text, lines and shapes, or a mixture of these elements, as desired.

These effects last indefinitely, until dispelled. You can have a number of effects up to your intelligence modifier active at any time. Upon exceeding this maximum, the oldest effect immediately ends, and then the new effect applies.

ENHANCEMENTS

At 2nd level you gain the ability to endow your artificial body parts with certain magical properties. These enhancements allow you to imitate the effects of a wide variety of magic items.

When you gain a level in this class you can replace one of your learned enhancements with another.

ENHANCING

Whenever you take a long rest you can spend time tinkering with your enhancements. you can swap out your active enhancements. you can only have one copy of each enhancement active at any given time.

IMPROVISED TOOLS

Starting at 3rd level, you learn how to improvise tools. Using your tinker's tools you can create one set of artisan's tools in an unoccupied space within 5 feet of you. This creation requires 1 hour of uninterrupted work, and the tools are not generic enough to be used by others.

SPECIALIZATIONS

At 3rd level you can choose one of two specializations: alchemist, or arterialist.

TINKERING EXPERT

Starting at 6th level, your proficiency bonus is doubled for any ability check you make that uses your proficiency with a tool.

MOMENTARY INSPIRATION.

Starting at 7th level, you gain the ability to quickly solve problems. when you or another creature you can see within 30 feet of you makes an ability check or a saving throw, you can use your reaction to add your intelligence modifier to the roll.

you can use this feature a number of times equal to your intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest.

INTEGRATION ADEPT

Starting at 10th level you gain an increased understanding of how to integrate external magics into your own magical system.

- you can attune up to four magic items at once
- If you are crafting a magic item with a rarity of common or uncommon, you can choose to integrate it into your body. doing so allows you to make the item in a quarter of the normal time, and for half the usual gold cost. An item made in such a way cannot be unequipped. If you wish to unattune such an item it will be destroyed in the process.

SPELL CATCHING

At 11th level, you learn how to capture and store magic. You can cast your own spells, have allies cast spells into your storage without issue. You may also use a reaction to capture incoming magic. You can only capture hostile magic if it targets you, and you alone. To capture an incoming spell, you must succeed on a DC 10 + the incoming spell's level (cantrips count as 0) Intelligence save. You may only have one captured spell at a time.

Once you have captured a spell you may cast it as though it was one of your prepared spells. You cast it at the level it was when you captured it, and the spell is expended after the first casting. Alternatively you can use your bonus action to safely absorb the magic from your storage. When you do this you gain a spell slot of a level half that of the incoming spell, rounded down.

Spells in your storage do not decay over time, and can be stored indefinitely.

You may use this feature a number of times equal to half your intelligence modifier, rounded up. You regain all expended uses after a long rest.

INTEGRATION SAVANT

At 14th level your skill with integrating external magics into your own magical enhancements deepens further.

- you can attune up to five magic items at once.
- you ignore all class, race, spell, and level requirements on attuning or using a magic item

INTEGRATION MASTER

At 18th level you can attune up to six magic items at once.

SOULBOUND ITEMS

At 20th level you can fully integrate magic items into your systems.

- You gain a +1 bonus to all saving throws per magic item you are currently attuned to
- If you are reduced to 0 hit points, but not killed outright, you can use your reaction to end one of your enhancements, causing you to drop to 1 hit point instead of 0.

ARTILLERIST

The artillerist focuses on raw damage output.

ARTILLERIST SPELLS

Starting at 3rd level you always have certain spells prepared after you reach particular levels in this class, as shown in the spells table. These spells count as auto-tinker spells for you, but they don't count against the number of spells you prepare

ARTILLERIST SPELLS

Tinker Level	Spells
3rd	Shield, Thunderwave
5th	Scorching Ray, Shatter
9th	Fireball, Wind Wall
13th	Ice Storm, Wall of Fire
17th	Cone of Cold, Wall of Force

ELDRITCH CANNON

At 3rd level you figure out how to integrate a magical cannon into your prosthetics. You have one active configuration at once. You can switch configurations during a long rest. You can take a bonus action to fire the cannon.

Cannon configurations:

Flamethrower The cannon exhales fire in an adjacent 15-foot cone that you designate. Each creature in that area must make a Dexterity saving throw against your spell save DC, taking 2d8 fire damage on a failed save or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

Force Ballista Make a ranged spell attack at one creature or object within 120 feet of it. On a hit, the target takes 2d8 force damage, and if the target is a creature, it is pushed up to 5 feet away from you.

Protector The cannon emits a burst of positive energy that grants you and each creature of your choice within 10 feet of you a number of temporary hit points equal to 1d8 + your Intelligence modifier (minimum of +1).

ARTILLERIST ARCANE FOCUS

At 5th level you create a specialized arcane focus that is integrated into your body.

When you cast an artificer spell through this focus, roll a d8, and you gain a bonus to one of the spell's damage rolls equal to the number rolled. If the spell affects multiple creatures, one creature of your choice takes the bonus damage.

IMPROVED CANNON

Starting at 9th level cannons you create are more destructive, gaining 1d8 damage to all rolls.

MASTER CANNONEER

By 15th level you can have 2 cannon configurations active at once, and you can fire twice using a single bonus action.

ALCHEMIST

The alchemist focuses on buffing their allies.

ALCHEMIST SPELLS

Starting at 3rd level you always have certain spells prepared after you reach particular levels in this class, as shown in the spells table. These spells count as auto-tinker spells for you, but they don't count against the number of spells you prepare

ALCHEMIST SPELLS

Tinker Level	Spells
3rd	Healing Word, Ray of Sickness
5th	Flaming Sphere, Melf's Acid Arrow
9th	Gaseous Form, Mass Healing Word
13th	Blight, Death Ward
17th	Cloudkill, Raise Dead

ALCHEMICAL BLOOD

Alchemical Blood flows through your artificial limbs. Starting at 3rd level you can, Through careful manipulation of its properties, create a variety of effects.

You can either expend the magic in the blood on yourself, or inject it into someone else, either willingly or through an unarmed strike or hit with an integrated weapon.

Starting at 6th level, the potency rises enough that you have 2 doses. At 15th level it rises again, allowing 3 doses.

You regain all expended doses after a long rest, and alternately can create additional doses by expending a spell slot of 1st level or higher for each dose.

When you expend a dose choose one of the following effects:

Healing. The drinker regains a number of hit points equal to 2d4 + your Intelligence Modifier

Swiftness. The drinker's walking speed increases by 10 feet for 1 hour.

Resilience. The drinker gains a +1 bonus to AC for 10 minutes.

Boldness. The drinker can roll a d4 and add the number rolled to every attack roll and saving throw they make for the next minute.

Flight. The drinker gains a flying speed of 10 feet for 10 minutes.

Transformation. The drinker's body is transformed as if by the Alter Self spell. The drinker determines the transformation caused by the spell, the effects of which last for 10 minutes.

ATTUNED BLOOD

Your magical blood enhances healing and acid spells. When you cast a spell you can add an additional die to one roll that causes healing or acid damage.

PROTECTIVE BLOOD.

Starting at 9th level expending a dose of blood grants the target 2d6 + your intelligence modifier (min 1) temporary hit points.

You can cast Lesser Restoration without expending a spell slot and without preparing the spell. You can do so a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a long rest.

AVAILABLE ENHANCEMENTS

Magical Strength Enhancement Prerequisite: 10th-level auto-tinker You can use your Intelligence modifier in place of its Strength modifier when making Strength checks and Strength saving throws. This enhancement has 4 charges. As a reaction when you would be knocked prone, you can expend 1 charge to not be knocked prone. The armor regains 1d4 expended charges daily at dawn.

Integrated tools As an action, you can integrate artisan's tools or thieves' tools into yourself. The tools remain integrated for 8 hours or until you remove the tools as an action. you can have only one tool integrated at a time. You can add your Intelligence modifier to any ability checks you make with the integrated tool. You must have a hand free to use the tool.

Feet of the Winding Path Prerequisite: 6th-level artificer You can teleport up to 15 feet as a bonus action to an unoccupied space you can see. You must have occupied that space at some point during the current turn.

Enhanced Arcane Focus You gain +1 bonus to spell attack rolls. In addition, you ignore half cover when making a spell attack.

The bonus increases to +2 when you reach 10th level in this class.

Enhanced Defense You gain a +1 bonus to Armor Class.

The bonus increases to +2 when you reach 10th level in this class.

Integrated Weapon Requires Item: A simple or martial weapon While Integrated attacks with this weapon have a +1 to attack and damage rolls

The bonus increases to +2 when you reach 10th level in this class.

Enhanced Awareness Prerequisite: 10th-level artificer You have advantage on initiative rolls. In addition, you can't be surprised, provided you aren't incapacitated.

Sharpened Mind This enhancement jolts your mind back into focus. Whenever you fail a Constitution saving throw to maintain concentration on a spell, you can use your reaction to succeed instead.

ALCHEMICAL MASTERY

By 15th level your deep attunement to your magical blood grants the following:

You gain resistance to acid damage and poison damage, and you are now immune to the poisoned condition.

You can cast Greater Restoration and Heal without expending a spell slot, without preparing the spell, and without providing the material component. Once you cast either spell with this feature, you can't cast that spell with it again until you finish a long rest.

Radiant Weapon Prerequisite: 6th-level artificer Requires Item: A simple or martial weapon (requires attunement)

While integrated This magic weapon grants a +1 bonus to attack and damage rolls made with it. You can take a bonus action to cause it to shed bright light in a 30-foot radius and dim light for an additional 30 feet. You can extinguish the light as a bonus action. While integrated you cannot be disarmed.

The weapon has 4 charges. As a reaction immediately after being hit by a melee attack, You can expend 1 charge and cause the attacker to be blinded until the end of the attacker's next turn, unless the attacker succeeds on a Constitution saving throw against your spell save DC. The weapon regains 1d4 expended charges daily at dawn.

Replicate Magic Item Using this infusion, you replicate the effects of a particular magic item. You can learn this enhancement multiple times; each time you do so, choose a different magic item that you can emulate with it. It is between you and your DM how exactly each item gets integrated into your body. They can also put level restrictions on items as they see fit (The artificer class has tables that serve as a good guideline)

Repulsion Shield Prerequisite: 6th-level artificer you gain a +1 bonus to Armor Class. You have 5 charges. You can use a reaction immediately after being hit by a melee attack to expend 1 of the charges and push the attacker up to 15 feet away. you regain 1d4 expended charges daily at dawn.

Elemental Resistance Prerequisite: 6th-level artificer you gain resistance to one of the following damage types, which you choose when you start this enhancement: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

Magical Storage Prerequisite: 6th-level artificer You can recover one expended spell slot as an action. The maximum level of the recovered slot is equal to the number of magic items you are currently attuned to. Once used, the ring can't be used again until the next dawn.

CREDITS:

The homebrewery is awesome. Look them up.

I made this because I like the idea of a character who spends half their time tinkering on themselves

This bastardization of the Artificer Class brought to you by u/genontbreken

Art made by u/genontbreken

FUN EXTRAS

AVALANCHE

This sword bears a powerful enchantment. The sword cannot be moved by force applied to the blade, only by moving the handle, while held. While sheathed the sword's enchantment does not apply. Attacks made with this sword ignore armor, cutting straight through any that a target is wearing. On hit it deals 3d10 damage, but does not benefit from your strength modifier.

SPELL SHATTERING

3rd-level Abjuration

Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you casting a spell

Range: 60 feet

Components: s

Duration: Instantaneous

Spell Lists: Wizard, Warlock, Sorcerer

You attempt to shatter a spell, dispersing its energy wildly. Make a check using your spellcasting ability. The DC equals 10 + the spell's level (cantrips count as level 0) On a success the target spell is broken, and an effect is rolled on the wild magic table as though the creature using the spell triggered a wild magic surge. (PHB 104) On a fail this spell has no effect and the targeted spell's full effect occurs.

At Higher Levels. When you cast this spell using a slot of 4th level or higher, add a +1 to the check for every level above 3rd.

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