

Chapter 14

DME through Technology: The Artificer

Origins

The Artificer is the original DME user as far as history can tell. The original scientists that discovered Dark Matter and DME and learned how to access its many uses using even the dirty technology of ages past were the forefathers of the Artificer and DME in general. Over time, the use of DME has become more streamlined, and through general education and the study of its properties and interactions with objects, the Artificer has continued to push the limits of DME and its uses.

Artificers are found in almost any civilized area within Vendrosa, and typically is one of the more wealthy people, families, or organizations within the town or city. They are less likely to be found at the fringes of civilization, as their material needs to continue to work on their technology is harder to find in the outskirts. Outside of adventuring, it is said that the Artificer is one of the fastest ways to become wealthy if you have the talent. Many Artificers do not progress very far in their skillset in general, as the further their skills take them, the more expensive the materials and items become, and the smaller their pool of clients become.

Artificers come from varied backgrounds, from wealthy families that send them through schooling, to the hyper intelligent few from villages and towns on the outskirts. Regardless of their beginnings, those that can progress further than the fundamentals of DME are quickly placed in the upper echelons of Guilds and government bodies. High end Artificers rarely last as free agents due to the draw of profit, prestige and influence.

When tapping into their talents with DME, it is usually through a device, a construct limb, or an implant of some sort. They have integrated with technology to a point that it is literally a part of them. Because of their high intellect and the lack of natural DME abilities, they tend to have rivalries with those that have inborn talents. While this is not always the case, the most common form of DME usage in the world is found through the use of technology.

Playing an Artificer

Artificers are a unique class in the worlds of Orin's Gate because they have a deep capacity for learning, expanding their power lists, and making items. While their direct combat skills may be lacking, they have a deep pool of supporting roles, and can deal decent damage from a distance. Artificers can be anything from a Construct Savant, to a DME infused gunslinger, to a mad Alchemic scientist with an unlimited supply of effective vials of dangerous or beneficial liquids.

Each Subclass of the Artificer has unique options that allow for it to be played multiple times with completely different feels and abilities. The core theme of the class, however, is they are incredibly smart, diverse, and cost a lot of Bekkr to maintain but make a lot more in return.

Artificers: Base Features

The Base features are things that the class gains if they start at 1st level as an Artificer. Some of these features are gained after each level up within the class.

Hit Points

Hit Dice: 1d8 per Artificer level.

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

Hit Points at Higher Levels: 1d8+ your Constitution modifier per Artificer level after 1st.

Proficiencies

- **Armor:** Light armor.
- **Weapons:** Simple weapons.
- **Tools:** Tinkering Tools and two other tools of your choice
- **Saving Throws:** Constitution and Intelligence
- **Skills:** Choose DME and 2 from the following. Appraisal, Deception, History, Gather Information, Investigation, Medicine, Nature, Religion, and Sleight of Hand

Equipment

(a) a handaxe and a light hammer or (b) any two simple weapons

A light crossbow and 20 bolts

(a) Studded Leather Armor

1 set of Tools and a dungeoneer's pack

Alternatively, you can ignore the equipment provided by your class and background and start with 240 Bekkr.

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Level	Prof	Features	Powers	DME Level
1	2	DME Manipulation, DME Tricks, Artificer College, Item Analysis, Relentless Student	2	1
2	2	Technomancy, Tool Expertise, Wonderous Inventions	2	1
3	2	Additional College Training	3	2
4	2	ASI	3	2
5	3	DME Infusion, Wonderous Inventions	4	3
6	3	Additional College Training, Recycling	4	3
7	3		5	4
8	3	ASI	5	4
9	4	Additional College Training	6	5
10	4	Wonderous Inventions	6	5
11	4		7	6
12	4	ASI	7	6
13	5		8	7
14	5	Additional College Training	8	7
15	5	DME Expert, Wonderous Inventions	9	8
16	5	ASI	9	8
17	6	Additional College Training	10	9
18	6		10	9
19	6	ASI	11	10
20	6	DME Expert, Wonderous Inventions	12	11

Artificer: Class Features

The Class features section allow you to further customize the base class of the Artificer through level up features. Each time a character levels within the Artificer class, they can potentially gain minor to major benefits, so consult these pages each time you level up your character.

DME Tricks (Level 1)

As an Artificer, you start with a few inherent abilities. You start with 2 tricks at first level as an Artificer. The 1st trick is Mending, and the Artificer can pick 1 additional trick from the Enhancement or Dimensional list. For the progression of Tricks increased power, they gain strength at 5th, 11th, and 17th DME levels.

DME Manipulation (Level 1)

At level 1, you can manipulate DME through means of your chosen background (Though typically it is from implants, an external mechanism, or Cybernetic). At 1st level you pick 2 powers from the Enhancement or Dimensional list. See the level chart for power output per level. Intelligence is your ability.

Artificer College (Level 1)

At 1st level, you choose the type of Artificer Specialist you are: Alchemist, Construct Mechanist, or Gunsmith, all of which are detailed at the end of the class description. Your choice grants you features at 1st level and again at 3rd, 9th, 14th, and 17th level.

Item Analysis (Level 1)

Starting at 1st level, your understanding of technical items allows you to analyze and understand their secrets. You know the DME ability Identify, but it is an ability inherent to the Artificer. It does not take the use of a power, but it takes 10 minutes to study the item.

Relentless Student (level 1)

Starting at first level, an Artificer can learn 1 additional power per level from any Category of DME per level. They have to be able to find a Fractal Scroll of the power and spend the time and roll to learn it.

Technomancy (Level 2, 10, & 15)

Starting at level 2, you can pick from a list of unique side projects that your character has focused on. Each section has unique abilities to pick from.

Tool Expertise (Level 2)

Starting at 2nd level, your proficiency bonus is doubled for any ability check you make that uses any of the tool proficiencies you gain from this class.

Wonderous Invention (Level 2, 5, 10, 15, 20)

At 2nd level, you gain the use of a DME item that you have crafted. Crafting an item is a difficult task. When you gain a DME item from this feature, it reflects long hours of study, tinkering, and experimentation that allowed you to complete an item of your own unique design. Unlike normal DME item crafting, you develop the formula as you work on the item, and the cost of creation is covered by your normal living expenses. Upon completion you are considered to know the formula for crafting the chosen item and you can create the item in half the time from any other item. You are assumed to work on this item in your leisure time and to finish it when you level up. You complete another item of your choice when you reach certain levels in this class: 5th, 10th, 15th, and 20th level. The item you choose must be on the list for your current artificer level or a lower level.

- **2nd Level:** A non-Weapon DME enhanced item under 1k in cost (selling price).

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- **5th Level:** A non-Weapon DME enhanced item under 2k in cost (selling price), or a DME enhanced weapon under 1k in cost.
- **10th Level:** A non-Weapon DME enhanced item under 4k in cost (selling price), or a DME enhanced weapon under 2k in cost.
- **15th Level:** A non-Weapon DME enhanced item under 10k in cost (selling price), or a DME enhanced weapon under 4k in cost.
- **20th Level:** A non-Weapon DME enhanced item under 25k in cost (selling price), or a DME enhanced weapon under 8k in cost.

Additional College Training (Level 3, 6, 9, 14, & 17)

Starting at level 3, you gain additional benefits from your College (subclass). You gain additional benefits at level 6, 9, 14, and 17.

Ability Modifier (Level 4)

At 4th, 8th, 12th, 16th, and 19th levels you gain 2 ASI to assign to your base stats. You can substitute 2 ASI for 1 Feat.

DME Infusion (Level 5)

Starting at 5th level, you can infuse standard items with DME. By increasing the activation time of a DME power to 1 minute instead of 1 action, you can infuse an item with a DME power temporarily. Any creature holding the item thereafter can use an action to activate the power if the creature has an Intelligence score of at least 6. The power is activated using your DME ability, targeting the creature that activates the item. If the power targets more than one creature, the creature that activates the item selects the additional targets. If the power has an area of effect, it is centered on the item. If the power's range is self, it targets the creature that activates the item. When you infuse an item in this way, it must be used within 8 hours. After that time, its power fades and is wasted. You can have a limited number of infused powers at the same time. The number equals your Intelligence modifier.

Recycling (Level 6)

At 6th level, your items you manufacture takes ½ the time and costs are cut by 20%. You have learned to repurpose items and get away with less needs of material components.

DME Expert (Level 15 and 20)

At 15th level, you can attune a 4th item. At 20th level you can attune a 5th item.

Technomancy Options

Technomancy is the specific and applied understanding and DME into technological wonders. Here are the specializations that an Artificer can take within the Technomancy options.

- **Combat Training (Level 2)**
You gain proficiency in Heavy armor and a single martial or advanced weapon.
 - **Adv. Combat Training (Level 10)**
You gain an extra attack during your attack action.
 - **Focused Victory (Level 15)**
You can add your Intelligence modifier (minimum of +1) to the damage of your melee weapon attacks.
- **Mechanical Harvest (Level 2)**
As an action, you can spend your turn harvesting DME from a destroyed Construct that you or your Party has destroyed. You can gain a single Power slot up to ½ the CR of the Construct (minimum of 1st level). Once you do this, you cannot do it again until you have taken a short rest.
- **Protecting Shield (Level 2)**
You have built a small generator that pulls in a fraction of the DME energy used to activate your powers. When you use a DME of 1st level or higher, you can simultaneously use a bit of the DME Powers to create a ward on yourself that lasts until you finish a short rest. The ward has temporary hit points equal to twice your Artificer level+ your Intelligence modifier. Whenever you take damage, the ward takes the damage instead. If this damage reduces the ward to 0 hit points, you take any remaining damage. While the ward has 0 hit points, it can't absorb damage, but its effect remains. Whenever you use a DME of 1st level or higher, the ward regains several hit points equal to twice the level of the ability. The shield lasts for 1 minute. Once you create the ward, you can't create it again until you finish a long rest.
 - **Hardened Defense (Level 10)**
You can use your inventions reactors to power your shield further in an instant, absorbing damage. When you take damage, you can use your reaction to expend one Engineering Pool slots and reduce that damage to you by an amount equal to five times the power slot's level.
 - **Protection Ward (Level 10)**
When a creature that you can see within 30 feet of you takes damage, you can use your reaction to cause your Protection Ward to absorb that damage. If this damage reduces the ward to 0 hit points, the warded creature takes any remaining damage.
 - **Blasting Resistance (Level 15)**
Starting at 15th level, you have advantage on saving throws against all Dexterity Saving throws while the shield is in place. Furthermore, you have resistance against the damage of abilities.
 - **Repulsor Shield Burst (Level 15)**
Your Protecting Shield Power magnifies to the point of reflecting some of the damage. The attacker rolls damage as normal. ½ the damage is done if that roll is deflected, dealing damage up to 3 targets within 30 feet of you.

- **Healing Spray (Level 10)**
When you use an Engineering slot of 3rd level or higher that targets only one creature, if another creature is within 5 feet, it gains ½ of what the initial target heals.
- **Reserved Concentration (Level 10)**
The Power your battery provides helps ward off harm. While you maintain concentration on an ability, you have a +2 bonus to AC and all saving throws.
- **Over-Burst (Level 15)**
You have learned the secret of infusing your holograms with powerful rays of energy. Whenever someone interacts with one of your illusions, the creature will take 1d6 radiant damage (follows Trick level upgrades for damage), and 1d8 damage per Engineering Pool spent on the illusion.

Engineering Colleges: Alchemist

An Alchemist is an expert at combining exotic reagents to produce a variety of materials, from healing draughts that can mend a wound in moments to clinging goo that slows creatures down. An Alchemist carries around a special bag full of chemical agents and vials that they can mix their concoctions in and then use them against enemies.

Alchemical Formulas (Starting at Level 1)

At 1st level, you learn three Alchemical Formula options listed below. You learn an additional formula of your choice at 3rd, 9th, 14th, and 17th levels. To use any of these options, your Alchemist's Satchel must be within reach. If an Alchemical Formula option requires a saving throw, the DC is 8+ your proficiency bonus+ your Intelligence modifier. Because there is so much information on this, please go to the end of the engineering section to find out more about the Alchemists abilities.

Potent Chemicals (Level 6)

Starting at 6th level, you gain the ability to create superior concoctions using your Alchemist's Satchel. When you use an Alchemical Formula that requires the target to make a saving throw against the effect, you may impose disadvantage on the saving throw. You can do this a limited number of times each long rest. The number equals your Intelligence modifier. You can do this a limited number of times each long rest.

Formula Focus (Level 9)

You select one of your Alchemical Formulas which requires you to roll damage or healing. You may add your Intelligence modifier to the roll. You choose another formula for this feature at 14th level.

Perfect Concoction (Level 17)

When you use a Formula that you have selected for your Formula Focus, you deal maximum damage or provide maximum healing instead of rolling. Once you use this feature for a formula, you must finish a short or long rest before you can use it again on the same formula.

Alchemists Chemicals

- **Alchemical Fire**
As an action, you can reach into your Satchel, pull out a vial of volatile liquid, and splash it on a target. On impact, the liquid detonates in a 5-foot radius. Any creature in that area must succeed on a Dexterity saving throw or take 1d6 fire damage. This formula's damage increases by 1d6 when you reach certain levels in this class: 4th level (2d6), 7th level (3d6), 10th level (4d6), 13th level (5d6), 16th level (6d6), and 19th level (7d6).
- **Alchemical Acid**
As an action, you can reach into your Satchel, pull out a vial of acid, and splash the vial at a creature or object within 30 feet of you. A creature must succeed on a Dexterity saving throw or take 1d6 acid damage. An object automatically takes that damage, and the damage is maximized. This formula's damage increases by 1d6 when you reach certain levels in this class: 3rd level (2d6), 5th level (3d6), 7th level (4d6), 9th level (5d6), 11th level (6d6), 13th level (7d6), 15th level (8d6), 17th level (9d6), and 19th level (10d6).
- **Flash Bomb**
As an action, you can reach into your Satchel and pullout a vial filled with explosive flash powder and hurl it at a point on the ground within 30 feet of you. It explodes on impact, producing a bright flash. Each creature within ten feet of the point of impact must succeed on a Constitution saving throw or become blinded until the end of your next turn. After using this formula, you can't do so again for 1 minute.
- **Healing Draught**
As an action, you can reach into your Satchel and pull out a vial of healing liquid. A creature can drink it as an action to regain 1d8 hit points. The vial then disappears. Once a creature regains hit points from this alchemical formula, the creature can't do so again until it finishes a long rest. You can only create this draft 1 time per short rest. This formula's healing increases by 1d8 when you reach certain levels in this class: 3rd level (2d8), 5th level (3d8), 7th level (4d8), 9th level (5d8), 11th level (6d8), 13th level (7d8), 15th level (8d8), 17th level (9d8), and 19th level (10d8).
- **Noxious Gas**
As an action, you can reach into your Satchel and pullout a glass vial greenish brown fluid and hurl it at a point on the ground within 30 feet of you. Splashing the vial outward, it produces a cloud of poisonous fumes. Each creature within 15 feet of the point of impact must succeed on a Constitution saving throw or become Sickened for 1d4 rounds, roll a separate d4 for each creature affected. After using this formula, you can't do so again for 1 minute.

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- **Smoke Stick**

As an action, you can reach into your Satchel and pull out a stick that produces a thick plume of smoke. You can hold on to the stick or throw it to a point up to 30 feet away as part of the action used to produce it. The area in a 10-foot radius around the stick is filled with thick smoke that blocks vision, including Darkvision. The stick and smoke persist for 1 minute and then disappear. After using this formula, you can't do so again for 1 minute.

- **Stunning Powder**

As an action, you can reach into your Satchel and pull out a pouch of fine powder and fling it in a direction you choose. The contents spill forth, producing a spray of fine powder. Each creature within a 10-foot cone in front of you must succeed on a Constitution saving throw or become stunned until the end of your next turn. After using this formula, you can't do so again for 1 minute. The range of this formula increases when you reach certain levels in this class: 7th level (15 feet), 13th level (20 feet), and 19th level (25 feet.).

- **Swift Step Draught**

As a bonus action, you can reach into your Satchel and pull out a vial filled with a bubbling, brown liquid. As an action, a creature can drink it. Doing so increases the creature's speed by 20 feet for 1 minute, and the vial disappears. If not used, the vial and its contents disappear after 1 minute. After using this formula, you can't do so again for 1 minute.

- **Tangle foot Bag**

As an action, you can reach into your Satchel and pull out a bag filled with writhing, sticky black tar and hurl it at a point on the ground within 30 feet of you. The bag bursts on impact and covers the ground in a 5-foot radius with sticky goo. That area becomes difficult terrain for 1 minute, and any creature that starts its turn on the ground in that area has its speed halved for that turn. After using this formula, you can't do so again for 1 minute.

- **Thunderstone**

As an action, you can reach into your Satchel and pull out a crystalline shard and hurl it at a creature, object, or surface within 30 feet. The shard shatters on impact with a blast of concussive energy. Each creature within 10 feet of the point of impact must succeed on a Constitution saving throw or be knocked prone and pushed 10 feet away from that point.

Engineering Colleges: Gunsmith

Gunsmiths whose expertise extends beyond blasters, into incredibly powerful ranged weapons of destruction.

Weapon Proficiency (Level 1)

You gain proficiency with any firearm.

Intellectual Gunner (Level 1)

You can use your Intelligence modifier instead of your Dexterity modifier while using any firearm weapon.

Overcharge (Level 3)

You learn to tinker with the ammunition of your weapon. As an action, you can make a special attack with your Firearm that deals an extra 1d6 damage on a hit. This will expend the charge or ammunition of your weapon, and you must reload before firing again. This extra damage increases by 1d6 when you reach certain levels in this class: 5th level (2d6), 7th level (3d6), 9th level (4d6), 11th level (5d6), 13th level (6d6), 15th level (7d6), 17th level (8d6), and 19th level (9d6).

Weapon Tinkering (Level 6, 9, and 14)

You can modify your firearm by upgrading its capabilities. Choose one of the following upgrades to apply to the weapon. You select an additional upgrade at 9th level, and again at 14th level.

- **Far sight Scope:** The maximum weapon range of your firearm increases by 100 feet.
- **Extended Barrel:** The normal weapon range of your Firearm increases by 100 feet.
- **Integrated Magazine:** Your Firearm holds 2 Charges of Overcharge at a time, allowing you to attack twice before a bonus action reload is required.
- **Extended Magazine Requires Integrated Magazine:** your Firearm holds 4 charges of Overcharge at a time, allowing you to attack 4 times before a bonus action reload is required.
- **Extendable Stand:** On your turn, by spending no movement, and firing while prone, you have advantage on attacks with your Thunder Cannon.

Blast Wave (Level 9)

you can modify your firearm to fire a concussive wave. As an action, you can make a special attack with it. Rather than making an attack roll, you unleash a wave energy in a 15-foot cone from the gun. Each creature in that area must make a Strength saving throw with a DC of 8 + your proficiency bonus + your Intelligence modifier. On a failed saving throw, a target takes 2d6 Thunder damage and is pushed 10 feet away from you. This damage increases by 1d6 when you reach certain levels in this class: 13th level (3d6) and 17th level (4d6).

Piercing Round (Level 14)

you can shoot lightning energy through your Firearm. As an action, you can make a special attack with it. Rather than making an attack roll, you cause the gun to unleash a bolt of lightning, 5-feet wide and 30-feet long. Each creature in that area must make Dexterity saving throws with a DC of

8 + your proficiency bonus + your Intelligence modifier. On a failed saving throw, a target takes 4d6 lightning damage. This damage increases to 6d6 when you reach 19th level in this class.

Explosive Round (Level 17)

you can channel fiery energy into your Firearm. As an action, you can make a special attack with it. Rather than making an attack roll, you launch an explosive round from the gun. The round detonates in a 30- foot radius sphere at a point within range. Each creature in that area must make a Dexterity saving throw with a DC of 8 + your proficiency bonus + your Intelligence modifier. On a failed saving throw, a target takes 4d8 fire damage.

Engineering Colleges: Construct Mechanist

Mechanists whose expertise extends beyond enchantment, into clockwork marvels and mechanical tinkering, are known as Mechanists.

Mechanical Servant (Level 1)

You complete a mechanical Construct. It is more than a droid and is continually upgraded by you. The servant is a construct that obeys your commands without hesitation and serves you loyally. You are assumed to have recently succeeded in this creation after working towards it for some time. When you build your mechanical servant, you determine its game statistics by selecting a chassis and a build, which you apply to the mechanical servant statistics provided at the end of the Mechanist description. Your construct's chassis determines its general appearance, but it can look however you like, if its form is appropriate for those statistics. The construct has its own proficiency bonus which matches your own. It increases in level whenever you do, and gains a new hit die, just as you do. Your servant may spend hit dice to heal during a short rest, however you must be present and able to make repairs. Additionally, whenever you gain an ability score increase from this class, your servant gains an ability score increase of its own, however the construct's Intelligence and Charisma scores cannot be increased through this feature. The servant obeys your orders to the best of its ability. In combat, it rolls its own initiative and acts on its own. Your mechanical servant can't attack, but it can take other actions as normal. If the servant is beyond recovery, you can reproduce the construct exactly as it was, with four days of work (eight hours each day) and 10,000 Bekkr of raw materials.

Combat Ready Construct (Level 3)

Starting at 3rd level you can create weapon components for your construct. Choose 2 simple weapons, the mechanical servant is considered proficient with the chosen weapons. The construct gains the attack action and follows the normal rules for wielding weapons and attacking. These weapons may take a different form than a normal weapon. For example, curved blades may be attached to the wings of a flying construct, enabling it to deal slashing damage like a scimitar. Whatever its physical description, you can use the game statistics provided for the weapon in the weapons section of this book.

Upgraded Construct (Level 3, 6, 9, 14, and 17)

At 3rd level you improve your construct by upgrading or adding components. You make three upgrades of your choice to your servant from the Mechanical Servant Upgrades list, detailed at the end of the Mechanist description. You choose an additional two upgrades each at level 6 and level 9, and one additional upgrade each at level 14 and level 17. You can pick from the corresponding level, or below for an upgrade.

Backup Construct (Level 6)

During your downtime, you also work on a backup Construct incase the one you have fails. This costs ½ the cost of the original, as you are not experimenting with new techniques, but copying what you already have done on your prototype.

Construct Information

Because there is so much information on how to do a construct, the information will be supplied here.

Mechanical Servant Base Stats

- AC: 10+ Prof. Bonus + DEX
- Base Stats: 10/10/10/3/9/1
- Damage Immunities: Poison, Psychic
- Condition Immunities: Exhaustion, Charmed, Sickened

Mechanical Chassis

- **Aerial**
You construct a smaller, lighter chassis capable of flight. The servant gains the following additions to its statistics.
 - Small Size
 - Proficiency: Acrobatics
 - Speed: 10 walk/ 40 Flying
 - HP at 1st level is 6+ CON mod. HP after is 1d6+ CON mod.
- **Biped Chassis**
You construct a chassis built to stand upright on two legs. The servant gains the following additions to its statistics.
 - Medium Size
 - Proficiency: Athletics
 - Speed: 30

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- HP at 1st level 8+ CON mod. HP after level 1 is 1d8+ CON mod.

- **Quadruped Chassis**

You construct a chassis designed to move quickly using 4 legs. The servant gains the following additions to its statistics.

- Medium Size
- Proficiency: Acrobatics, Athletics
- speed: 40
- HP at 1st level 8+ CON mod. HP after level 1 is 1d8+ CON mod.

Mechanical Build

- **Strong**

- The servant gains a Strength score of 16.
- The servant gains either a Wisdom, Dexterity, or Constitution score of 13.
- *Some Construct features require the target to make a saving throw to resist. The construct's saving throw DC is = 8 + Construct's proficiency bonus + Construct's Strength modifier

- **Flexible**

- The servant gains a Dexterity score of 16.
- The servant gains either a Wisdom, Strength, or Constitution score of 13.
- *Some Construct features require the target to make a saving throw to resist. The construct's saving throw DC is = 8 + Construct's proficiency bonus + Construct's Dexterity modifier

- **Intricate**

- The servant gains a Wisdom score of 16.
- The servant gains either a Strength, Dexterity, or Constitution score of 13.
- *Some Construct features require the target to make a saving throw to resist. The construct's saving throw DC is calculated as follows= 8 + Construct's proficiency bonus + Construct's Wisdom modifier

- **Sturdy**

- The servant gains a Constitution score of 16.
- The servant gains either a Strength, Dexterity, or Wisdom score of 13.
- *Some Construct features require the target to make a saving throw to resist. The construct's saving throw DC is = 8 + Construct's proficiency bonus + Construct's Constitution modifier

Mechanical Upgrades (Level 3)

- **Aquatic Adaptation:** Using a special compound that you develop, you coat your construct in a friction reducing material. You attach fins, webbing, or other appropriate aquatic locomotive aids. The construct gains a swim speed equal to its base speed. If any effect increases its base speed, that increase also applies to its swim speed.
- **Charge Attack (Prerequisite: Quadruped Chassis):** By upgrading the construct's joints to be nimbler at high speeds, your construct gains the ability to attack while dashing. When the construct uses its action to dash, it can use a bonus action to make a single melee attack or to shove a creature. If the construct moves at least 10 feet in a straight line immediately before taking this bonus action, it gains either a +5 bonus to the attack's damage roll (if it makes an attack and hits) or pushes the target up to 10 feet away from it (if it succeeds on the shove).
- **Enhanced Sensors:** Utilizing an array of sensors of your own design, you enable your construct to detect threats with greater ease. The construct gains proficiency with the perception skill. Additionally, the construct has advantage on perception checks relying on sound.
- **Grapple (Prerequisite Biped Chassis):** You upgrade the arms of your bipedal construct, outfitting them with hooks, clamps, or another appropriate addition. When the construct strikes a target with their basic attack, the target becomes grappled, the escape DC is calculated using the Save DC shown in the construct chassis stat block.
- **High Tension Springs:** Utilizing springs made of a superior alloy you can increase the construct's movement speed. Your mechanical servant's base land speed increases by 10 ft.
- **Larger Chassis:** You upgrade the chassis of your construct to create a larger, more powerful frame. The size of your construct increases one category. Additionally, the construct's hit die increases by one size (d6 becomes d8, d8 becomes d10). Hit points are recalculated when this upgrade is taken, according to the following table.
- **Longer Reach (Prerequisite: Large size):** You increase the reach of your servant's melee attack, by adding tentacles, lengthening arms, or another appropriate modification. The construct's range for melee weapon attacks increases by 5 feet.
- **Muffled Joints:** You upgrade the construct's joints with a lighter material, and use a special casing, of your own design, to muffle the sounds the construct makes while moving. The construct gains proficiency in the stealth skill.
- **Nimble Flight Control (Prerequisite: Aerial Chassis):** By upgrading the maneuverability of your flying construct, the construct can nimbly move in and out of combat. The construct does not provoke opportunity attacks while flying.
- **Precision Instruments:** You graft a set of fine tools onto your construct allowing it to manipulate small details. The construct gains proficiency with thieves' tools, and always has thieves' tools available.

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- **Reserve Power:** You build a small nanite generating battery, enabling your construct to spontaneously repair itself. By touching the construct and expending a 1st level Engineering slot, you can restore 1d8+ your Intelligence modifier hit points to your mechanical servant. When you expend a DM slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.
- **Riding Harness:** You design and craft a special saddle or harness to aid in using the construct as a mount. When an attack targets a creature that is using the construct as a mount, your mechanical servant can force the attack to target itself instead.

Mechanical Upgrades (Level 6)

- **Armor Plating (Prerequisite: Strength score must be 15 or higher)**
By replacing much of the construct's chassis with heavy metal plates you significantly upgrade its armor at the cost of clumsier movement. The construct's AC becomes 18 + proficiency bonus. The construct has disadvantage on stealth skill checks.
- **Enhanced Processors**
You design a clockwork brain and install it into your mechanical servant. The construct gains an intelligence score of 6, allowing it to utilize enhanced items. Due to its increased intelligence, the construct loses its immunity to psychic damage.
- **Electrical Nodes (Wisdom score must be 12 or higher)**
By installing these nodes onto your mechanical servant, it is able to utilize the shocking grasp Trick. its ability modifier is Wisdom.
- **Enhanced Sight**
You develop a link with you servant's sensors. You can use an action to don a special pair of goggles of your own design and see through your construct's eyes. These goggles are uniquely calibrated to you. If another creature looks through the goggles they see only blackness.
- **Relentless**
A variety of backup systems are installed into your construct. If the construct takes damage that would reduce it to 0 hit points, it instead is reduced to 1. Once your construct uses this feature, it must finish a short or long rest before it can use it again.
- **Smoke Screen**
You attach a mechanism capable of creating a 20-foot radius sphere of thick grey smoke centered on a point within 120 feet. The sphere spreads around corners, and its area is heavily obscured. It lasts for the 1d4+1 rounds or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Once your construct uses this feature, it must finish a short or long rest before it can use it again.
- **Weapon Mastery**
By focusing on improving your servant's weapon systems, you enable the construct to use more powerful weapons. Choose 2 martial weapons. Your construct becomes proficient with those weapons, and you can integrate the chosen weapons into the construct's design. A construct may make use of a DM weapon if they are proficient in the weapon.

Mechanical Upgrades (Level 9)

- **Cloaking Mechanism**
Through a series of enhancements, you create an advanced stealth system. As an action, the construct can become invisible. The invisibility ends after one hour, or if the construct attacks or activates an ability.
- **Defense Response**
If you are attacked and the attacker is within 5 ft of your construct, your construct can make a single melee attack against the attacker as a reaction.
- **Extra Attack**
Faster moving appendages allow your companion to attack rapidly. Your companion can make two weapon attacks whenever it takes the attack action on its turn.
- **Flame Spout**
The construct is upgraded with a flame weapon. As an action, the construct can send out a blast of fire. Each creature in 5 feet wide 60 feet line starting from the construct extending in a direction of your choice, must make a Dexterity saving throw against the construct save DC. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. This damage increases to 10d6 at 13th level and 12d6 at 17th level. Once your construct uses this feature, it must finish a short or long rest before it can use it again.
- **Overload**
The construct is upgraded with an energy discharge weapon. As an action, the construct can release a blast of electrical energy from its body. Each creature within 20 feet of the companion must make a Dexterity saving throw against the construct save DC. A target takes 5d10 lightning damage on a failed save, or half as much damage on a successful one. This damage increases to 6d10 at 13th level and 7d10 at 17th level. Once your construct uses this feature, it must finish a short or long rest before it can use it again.
- **Upgraded Build**
You improve upon the foundation of your mechanical servant's build. Choose one ability score from Strength, Dexterity, Constitution, or Wisdom. The construct's score for the chosen ability becomes 16, if the score was already 16 or higher, you add 2 to the score, up to a maximum of 20.
- **Upgraded Sensor Array (Prerequisite: Sensors upgrade):** By working to advance the sensor modules on your construct, you enable it to see invisible creatures within 30 feet. The construct also cannot be surprised. In addition, the construct can make a perception check to search for hidden enemies as a bonus action instead of an action.

Mechanical Upgrades (Level 14)

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- **Advanced Materials**
By utilizing rare ore in upgrading the construct's armor, the construct gains resistance against bludgeoning, piercing, and slashing from unenhanced weapons.
- **Force Warded**
You provide extra sturdy materials for your mechanical servant. The construct has advantage on saving throws against Force powers.
- **Hair Trigger Springs**
By honing your construct's reaction times, it becomes able to avoid damage with lightning reflexes. When forced to make a dexterity saving throw to avoid taking damage, the companion takes half damage on a failed save, and no damage on a success.

Mechanical Upgrades (Level 17)

- **Ray Shielding**
You install a device which can generate a bubble of Ray Shields. As a bonus action the construct can activate the shield. While the shield is active the construct gains resistance to all damage for 1 minute. Once your construct uses this feature, it must finish a short or long rest before it can use it again.
- **Overdrive**
You develop a system which allows your mechanical to generate a surge of energy for a short flurry of activity. As an action the target may double its speed until the end of its turn. The construct may then make a single melee weapon attack against each creature it can reach during its turn. It has advantage on attack rolls, and opportunity attacks have disadvantage against it. Once your construct uses this feature, it must finish a short or long rest before it can use it again.
- **Spark of Intellect (Prerequisites: Brain Upgrade)**
Through an inexplicable breakthrough in the design of the clockwork brain, your mechanical servant gains an Intelligence score of 12. In addition, the companion gains the ability to speak in one language of your choice that you know. Choose a single level 1 Engineer Tool power and a single level 2 Engineer tool power from the Engineer Tool list. The companion can spontaneously use each of those slots once per short rest. Intelligence is its ability modifier.