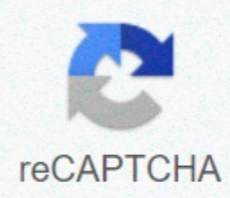




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Artificer guide 5e armorer

Source: Uncharted Arcana 69 - Subcategories, Part 3 Proficiency Tool When you adopt this specialization in level 3, you can gain proficiency with heavy armor. You're also gaining proficiency with Smith's tools. If you already have this tool capability, you acquire the skill with another type of craftsman's tool of your choice. Armorer Spells Starting from the 3rd level, you always have certain spells that are prepared after you reach certain levels in this category, as shown in the Armorer Spells panel. These spells count as artificial spells for you, but are not counted by the number of artificier spells you prepare. Power Armor Starting from the 3rd level, your metallurgical pursuits have led to you making armor a conduit for your magic art. As an action, you can convert a suit of heavy armor you wear into power armor, provided you have Smith's tools in hand. You gain the following benefits by wearing armor strength: If armor normally has a Power requirement, armor strength lacks this requirement for you. You can use armor power as a spellcasting focus for your artificier spells. Power armor is attached to you and cannot be removed against your will. It also expands to cover your entire body, and replaces any missing limbs, which work identically to a part of the body it replaces. Armor continues to be armor power until you do it, you can wear another suit of armor, or you will die. Armor Model Starting from the 3rd level, you can customize your armor strength. When you do this, select one of the following armor models: guardian or infiltrator. The model you choose gives you special benefits while wearing it. Each model includes a special weapon. When you attack with this weapon, you can use your intelligence modifier, instead of strength or skill, for attack and damage roles. You can change the model of strength armor every time you finish a short or long rest, provided you have Smith's tools in hand. Guardian You are planning your armor to be at the forefront of the conflict. It has the following features: Thunder Gauntlets. Your armored fists each count as a simple hand-to-hand weapon, and each deals 1d8 thunder damage in one hit. A creature hit by the glove has a disadvantage in attacking rolls against targets other than you until the start of your next series, as the armor magically emits a distracting pulse when the creature attacks someone else. Defensive Field. You earn a bonus action that you can use in each of your turns to earn temporary points equal to your level in this category, replacing any temporary success points you already have. You lose these temporary hit points if they embrace the armor. Infiltrator You can customize your armor for delicate operations. It has the following features: Lightning Launcher. A gemlike node appears on one of your armored fists or chest (your choice). It counts as a simple weapon, with a normal range of 90 feet and one at a time 300 feet range, and causes 1d6 lightning damage in one hit. Once in each of your turns, when you hit a creature with it, you can experience an additional 1d6 lightning damage to that target. Powered steps. The walking speed increases by 5 feet. Second skin. The weight of the armor is negligible, and becomes formfitting and worn under clothes. If armor usually imposes a disadvantage on dexterity (Stealth) control, the armor power does not. Additional Attack Starting from the 5th level, you can attack twice, instead of once, each time you do the Attack action in your turn. Armor Modifications In the 9th level, you can learn how to use your artificier infusions to specifically modify the armor enhanced by your Power Armor function. Perfected armor on the 15th level, your strength armor gains additional benefits based on its model, as shown below. Guardian. Improving the energy system of your armor leads you to discover a powerful pull force. When a creature you can see ends its turn within 30 feet of you, you can use your reaction to force the creature to succeed in a power-saving throw against your spell save DC or be pulled up to 30 feet toward you in an empty space. If you pull the target into space within 5 feet of you, you can make a melee gun attack against it as part of this reaction. You can use this reaction several times equal to your intelligence modifier (at least once). You can recover all its used uses when you finish a long rest. Every creature that receives lightning damage from your Lightning Launcher shines with light until the start of your next series. The gleaming creature sheds dim light within a 5-foot radius, and the next attack rolls against it from a creature other than you has an advantage. If the attack strikes, it causes additional damage from 1d6. 2020-03-12, 11:45 p.m. (ISO 8601) I'm thinking of building an Armorer Artificier using the new UA, see Subcategories, part 3 for specific about the new Armorer subcategory. My character is currently an alchemist in Dragon Heist and we plan to move on to Dungeon of the Mad Mage after we're done. I'm thinking of seeing if I can. swap my subcategory between campaign arcs. After looking over the abilities, I think the subcategory seems to be defensively strong, but it may be lacking in other utility. Looking at feats, infusions and possibly multi-class immersion give priority. Feats: Dual Wielder Pro – You will synergies with the Thunder Gauntlets, allowing 3 attacks, which looks like it will help with the Thunder Gauntlets special result. Pro - +1 AC is always welcome. Welcome. - Competes with the Defense Field Action Bonus, so I'm not sure how often the 3 attacks will occur. Cons – It only helps the Guardian Armor model. Sharpshooter Pro - Buff Damage for Lightning Launcher Cons - Helps Only Model Opportunity spell attacks can be very useful. Cons – Artificier has proficiency in constitution saves and the new Infusion Mind Scraper makes this less valuable. Infusions: Homunculus - In Vibrator mode there seems to be a lack of bonus actions, the homunculus could be a useful boost for activating the Lightning Launchers perfected Armor feature. It can also bring the SSI and cast spells from it. Repulsion shield - More battlefield control by moving an enemy away after a hit. Multiple category dips: 2 levels of wizarding for magic war. +Int in the initiative, as well as a push to save and AC reaction would be helpful. Plus taking a few levels of a full wheel means accessing a 6th level spell slot at later levels. It also allows access to GFB/BB cantrips, since Artificiers do not have access to them by default. Overall, I'm leaning towards 2 AIS to increase Int from 16 > 20, then using the rest of asi for feats. I'm thinking Dual Wielder and Sharp Shooter with the 2 level dive about 12 to 14 in Wizard for War Magic and then taking the rest of the levels in Artificier. Thoughts? Does anyone think that some other feats would benefit the subcategory? Or is the 2-level dive for War Magic not worth losing access to the soul of Artificiale? 2020-03-13, 9:34 a.m. (ISO 8601) I came to the same conclusion about the use of Homunculus on the Infiltrator to increase the action economy. The downside is that you can eat one of your 2 advantage rolls at level 15+. I started running the numbers against an Eldritch Blast Hex Warlock baseline. While you may be missing out on injury throwing advantage out to party members or hookshooting targets it's quite convenient. Any multi-class will delay this feature, or if you really do endgame you will lose the fancy Artister capstone ability. Obviously I need 10 posts to be able to share a link to my spreadsheet calculations. 2020-03-13, 12:33 p.m. (ISO 8601) Is that your race? And you're going to flip-flops with each other? If you are going to optimize this to any great extent I recommend choosing one of the options to focus on. Regardless of a fighter level it will greatly benefit both types of armor, whether it's archery for lightning cannons, TWF for gloves or just Defense for a total AC hit. For D&D 5e Constructions, Tips, News and more see our Youtube channel Dork Forge Feel free to for any build requests or challenges 2020-03-13, 01:45 pm (ISO 8601) Sharpshooter adds some damage, but with the -5 hit on the attack, the average DPR after accuracy is taken into account (with delimited accuracy, and self-buff infusions) is not that much of an increase. Unless you have a reliable way to gain the advantage. I've seen mention of rogue downloading for sneak bonus attack on the Infiltrator, maybe Arcane Trickster subcategory. Can the Gunman use the Awareness Injection Pedal? The armor modifications feature doesn't specifically mention a rudder slot for armor (it mentions bracers, but not much you can do with it). If you can use it, then there is less need to take the Wizard War Magic for +Intmod Int. I would personally like to optimize the Armorer to include both formats as you will lose half the features of your subcategory and the utility each brings to the table. I guess you can use the rudder awareness, other rudder type elements are usually classified as wonderful items without armor. A 1 level dive in Fighter could make sense to get the archery fighting style, or maybe instead of sinking into Wizard or Fighter I could get 2 level Ranger to get a fighting style and Mark Hunters? 2020-03-13, 3:57 pm (ISO 8601) Originally posted by king_sieve I guess you can use the rudder awareness, other rudder type items are usually classified as wondrous items without armor. What makes me question this is the Strength Armor says: The strength armor attaches to you and cannot be removed against your will. It also expands to cover your entire body, and replaces any missing limbs, operating identically to a body part it replaces. The rudder of awareness mentions Element: A helmet (requires coordination), and the armor modification that armor now counts as separate elements for the purposes of your Infuse Features feature: armor (the chest piece), boots, bracers, and a weapon. I understand that it is only UA, I would hope that the final version clarifies the wording. For SSI + Homunculus, has it been confirmed that they can use an item? The infusion states do a bonus action in your order to order it to take action in the stat block (Force Strike) or the Dash, Unblock, Help, Hide, or Search action. I love the idea of small magic rocket firing or faerie-fire scanning drone. I'm all for the helm is a part of Power Armor, possibly replacing the bracer section as none of them (which I know) will benefit this subcategory (heavy armor, non-short/longbow). 2020-03-13, 4:26 pm (ISO 8601) I saw on another forum my favorite MC of Armorer. My Gnome called Lot Scang RuneKnight 3/Armorer 5 Feat Grappler Uses Giants Can go from small to big for bonus action. Casts Enlarge to go to Huge. Wave action and tackle and pin the dragon hit is prone. The friends of the melee go into town. He can swap in Infiltrator and throw reduce to tiny to lead his Homunculus into battle or make stealth stuffs. 5:45 p.m. (ISO 8601) This is a really fun concept! Just note that Homunculus shares your initiative, but takes its turn immediately after yours, which can make placement more challenging. 2020-03-16, 2:32 p.m. (ISO 8601) I've been playing with a multiclass of subclasses from the same UA: an Armourer/Fey Wanderer. Level 8 would be Artister 5/Ranger 3. They seem to mate really well together to make a tank that packs a punch (pun intended). Start as Veldeken with Kind of weird as a series, but I think this is the weakest part. Here are the strengths of construction: High AC Ac 21, or 26 with Shield, from Plate (18), Enhanced Defense (+1), Dual Wielder (+1), Defense Style Fight (+1). Throw in the mirror image with liberal use of the shield, and nothing is going to hit. That would be pointless if you didn't grab Agros and do good damage, but... You got a big crowd? Cast Zephyr Strike and skate through them all, punching them 3 times (most rounds) to force disadvantage on anyone who doesn't choose you. The three hits come from Dual Wielding, plus the gunman's second attack. BBEG? Just hit him three times to make sure one of those debuff sticks. Moderate, consistent DPS First attack is +7 to hit (3 by proficiency, 3 by Int. 1 by enhanced weapon injection). Makes 1d8 lightning + 3 Int (Thunder Gauntlets) + 1d6 (Zephyr Strike) +1d6 (Hunter's Mark) + 1d6 Psychic (Dreadful Strikes) = 19 average when hitting. Next hit does a little less (main hand, but 1d8 less as Zephyr Strike applies only once); 14.5 damage. Third strike is less still as we lose the bonus attack stat (this build preferred the +1 AC from defense to the +3 offhand damage from two combat weapons, but YMMV) to 11.5 damage per hit. Still, that's 45 damage per round for a tank, which is amazing. Insightful and researching This character can first walk down the scary corridor and both take the first arrow as well as detect the trap. Ranger feature of Def Explorer: Canny; Perception gives +8 plus Guidance. The research is just as great: +6 +2d4 due to its choice for the veldeken feature Tireless Accuracy, plus Guidance. Not much of this guy's going to slip. Trappy Thieves' Tools are at +3+2d4 (Tireless Accuracy, Guidance). And on one level these can be at +8 +2d4 when Artister 6 unlocks Gloves of Theft. This is not only good to give the tank an out-of-fighting role unlocking traps, but you can also set traps! And with unlimited supply of acid (Alchemy Jug), it should

be ugly and quite undetectable for ambushes. Smart Int of 17, plus Guidance, plus proficiency in Arcana, History, Nature, and Religion gives some great skills to the party that otherwise could all choose to dump Int. Strong Economy Action Always using actions, always with a tough choice for many bonus actions, and often using reactions to Shield or Absorb Elements. And here's the main drawback of manufacturing: Hit Points Just taking the standard amount per level-up, we're only at 52 from level 8. Now, we get 5 THP will before each battle thanks to the defensive field, and help can bring us (and 2 friends) up to 5 more. But we're not Barbarians, that's for sure. He'll need therapists if things hit. Saves saves are OK, but not Paladin level. Veldeken Dispassion gives us an advantage for I/W/C saves, and cunning it gives us an advantage for charm/scare, so that's decent. Decent. Slots 4 spells first level and 3 second level are not going to go very far, even though Mark Hunter is on his own (2/LR) timer. Take a moment to get started you will use defensive field ahead of time, and the attack actions will be for two punches with your main hand, but the bonus action has many options. While this makes it fun, it takes a while to turn up full strength with the hunter's mark without concentration (better for a BBEG), Zephyr Strike (better for crowds), more defensive field, moving HM, or an offhand strike. Theme I personally love the subject of a smart man ... the academic support team for people who should be the front-liners... Developing a suit of armor power and bringing all this knowledge into the field. Smart and tough at the same time. I think of him as a Tassadar from Starcraft, with mental (terrible blows) weapons emerging from his armored shell. Or d tanei aid me shaman from WOW. And I think this new UA made him strong. Anyone see any problems with this construction? I think it's fun, different and effective. 2020-03-16, 02:42 pm (ISO 8601) @atomicwaith your thieves' gear numbers seem low. +1 Dex / +3 Prof / +2d4 at level 6 Artificialer becomes +1 Dex / +6 Expertise / +2d4 / +5 Gloves Thieves Total: 12+2d4 for a minimum roll of 15 (And you have less than 0.5% chance of rolling low) Edit: Add for funsises the armor of tools for an extra +3 from INT. Although I wonder why at such a high level our main feature is still at +3, but I mostly skimmed the build to be honest. My armorer at level 6 (rolled stats) will have thieves' tools checking the 2 (Dex) + 5 (Int from Armor of Tools) + 6 (Expertise) + 1d4 (Guidance) + 5 (Thieves' Gloves for a minimum roll of 20. (I won't always have Armor of Thieves' tools and gloves at this level, but if I get heads up on a break in I can) Last edited by Galithar; 2020-03-16 at 02:47 pm 2020-03-17, 12:30 am (ISO 8601) Good point Galithar - I'm far from one at level 8, and in the future it just soars. That's a nice catch. Catch.

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