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Artificer 5e guide giant in the playground

2018-10-24, 3:47 p.m. (ISO 8601) Monkey-Paw's Artificer Art Bringing a steampunk element unique to the DnD kingdom, the Artificer was the first class introduced by Unarthed Arcana. A relatively recent class strongly associated with Eberron's popular setting, the Artificer introduces a class with unique characteristics, combining elements of the Rogue and the Magician, and emphasizing relatively underdeveloped craft mechanics. Unfortunately, an updated version was teased for months without a release. The class will be published in its entirety with the Wayfinder Guide to Eberron, but in the meantime, we have a preliminary version to play with. Will we do it? This guide aims to discuss the artificer and how the construction it can be approached, and will be revised once the next iteration of the class is released. I'll discuss optimization as much as possible, although less munchkin-y players can find useful information for their own characters. Conventional coloring will be observed. Gold indicates the best options in their niche. These should always be, at an absolute minimum, taken into account. Blue indicates very strong options. Green indicates reasonable options. They may have areas to improve, but it will be a good choice. Violet indicates the wrong options that have better alternatives. Red indicates an option that ranges from unnecessary to actively harmful. Hit Dice class features: D8 is not bad for a class that prefers back lines. Armor Skill: No heavy armor, but better than the full wheels get. The lack of shields is unfortunate, however. Weapon Skill: No martial weapons, but we don't care. Alchemist is not intended to use weapons and Gunsmith gets his own staff. Savings Throws: Constitution is commonly called, and that's what you need to maintain focus on your spells. Intelligence is the least likely savings launch to come, but saves you from some NASTY effects [Feeblemind, Intellect Devourers...] Skills: We get 3 of Arcana, Deception, History, Investigation, Medicine, Nature, Religion, and Sleight of hand. Several useful skills with a strong presence of intelligence. Spoiler: Class Skills Show Arcana: The most widely applicable knowledge skill, and links well with our entire business. Deception: Leave that to the people who leave the workshop, Charisma is not our strong point. History: Another knowledge skill, but less applicable than Arcana. Investigation: Plays on a stat that we will use and determines our ability to find traps and loot. These are very good to find. Medicine: We can already cast healing spells. Nature: We are likely to be decently intelligent, but this is a rarely called skill that offers little in the way of valuable information. [Religion: See nature, although a little more applicable. Sleight of hand We have some good tools for subterfuge. You're be able to work easily in this. Spoiler: Non-Class Skills Show Acrobatics: Help with mobility and grappling escape. Gunsmiths will promote this on athletics. Animal Handling Our construction is not an animal, and we are not Rangers. If you want to end up rolling on your construction, this may see intensive use, but ask your DM if you will need it. Athletics: Much more widely applicable than acrobatics, but linked to a worse stat. I'd call it a tie for Alchemist. Insight: Think of it as a social perception. It does carry the notable advantage of not forcing you to be the one who engages in conversation, so even not:faces can see the use of this. Intimidation: Another social skill, and most likely to make the situation worse, even if it is successful. Perception: The most commonly called for skill, and one that can determine where you are ambush or ambush. Performance: Limited range, even for charismatic classes. Persuasion: A social skill, but the most useful of the lot. Stealth: Helps you put yourself in advantageous situations. Survival: Useful enough for it to make a reasonable filling once again desirable options are discussed for. Tools: Thieves tools are the best in the game, and we get two more of our choice. Feel free to choose according to your personal tastes, although herbalism kit and alchemist supplies are the least likely to come. The craft depends on the campaign, so it can be hit or missed. Magical Element Analysis: Two extremely practical spells that we can cast for free, not bad at all Expertise tool: Double skill on the tools of thieves alone is incredible. We also get it on the other two tools we've picked up, which you'll be happy about when they appear. Wondrous Invention: . Right from the start, we can make a bag of outfit. Lots of good options here (night glasses, flying broom) and some less compelling options, making your decision making at least easier. Too bad we only get a total of 5. Spoiler: 2nd Level Show - Bag of Holding: One of the most iconic and useful items in the franchise. Any campaign will want one in the party. Cape water breathe: Excessively situational, since the breathing spell of water is a thing and can be flowed ritual. Driftglobe: The ability to see in the dark is a crucial sense for so many things in this game. You will almost certainly have someone in your group who will need it. The only thing better than 20 feet of lighting with the 60 foot option once a would be 60 feet of darkvision at all times because it doesn't make you visible as well, but surely this kind of option won't come up to later levels, right? Night goggles: ... Oh. Sending stones: Free use of the shipment is nice. Not being able to use it once a day. Spoiler: 5th Level Show - Alchemy Jug: Unless your character is obsessed with alcohol (or mayonnaise), this will only see use in gritty gritty type campaigns, where endless water or food can be great. Understanding Language Bar: Being polyglot is useful is most campaigns and being an omniglot is even better. Most complete wheels can do it as a ritual though. Revelation Lantern: Enlightenment is secondary to the ability to see invisibility, but we can throw See invisibility already. At worst, can save us a choice of spells. Swimming Ring: It's funny that it can make us faster in the water

than on land. A good choice if your campaign involved a lot of exploration and/or swimming. Useful Object Dress: Useful. Some basic elements you can get at character creation, a chance for a handful of less common items, and some genuinely cool like pit and door. A single use of cool is a real pity, however. Climbing rope: Stronger than your average rope, and the ability for her to help you climb is enjoyable. It is still situational, but a less rare situation. Magic Detection Magic Wand: We can already launch Detect Magic as an action or ritual. A bad choice for us. Secret Wand: Finding traps is already something the party will be looking for us to do and solve. This will help us and, by extension, the game. Spoiler: 10th Level Show - Bean Bag: Think of it as a safer but less enticing deck of many things. Offers useful things, less useful things, some harmful things, but is always fun. Opening chime: We are already second only to Rogues in terms of locks. For these impossible or extremely important locks, there's this endless water carafe: The use of infinite water depends on the campaign, but the chance of hitting something prone to at will as a bonus action is universally great. We are likely to be called for investigation, and the advantage with such an important skill is quite great. You won't have the luxury of putting your face within a foot of most of the most important investigative controls though. Folding boat: A portable boat on demand will be extremely useful is almost any countryside that does not occur in the desert. Heward's Handy Haversack: The Bag of Holding Little Brother, 8 levels later. Useful for the same reasons, but more limited in value because of the smaller capacity. [COLOR-#FFD700] Better [/ COULOR] if you haven't chosen the outfit bag though. Spoiler: 15th Level Show - Boots of Striding and Springing: The main advantage is the jump distance, so it is mainly useful for melee allies. Bracers arc:[COLOR] only applies to bows, so not to us. If an ally uses bows, however, this is easily one of the best options for them. Armour pin: Resistance to a rare type of damage and protection against a spell that you probably won't encounter at this level. It's barely worth it. slot, not to mention a limited number of magic item options. Flight Broom: Infinite flight that does not require concentration, a misspelled slot or a choice of spells. Anyone can benefit enormously and they don't even need harmonization. Why is it at the same level as a bush of options that offer lower mobility while requiring harmonization? Disguise Hat: Disguise Self is a handy spell, but the harmonization requirement is a major downer. Climbing spider slippers: While wall walking is cool for a remote character, this is directly in competition with the flight. Spoiler: 20th Level Show - Eyes of the Eagle: Advantage on the most important skill in the game is a great advantage. Brightness Gem: A DC 15 Constitution Save will be easily achieved by anything you face at level 20, not to mention if something fails, it will have more chances to try again. Add to that limited use and we have a hard time justifying that. Since we stick to the back lines much of the damage we're actually going to take is from remote weapons. We have so few opportunities to use our response that it will be a solid boon for survival. Swimming and climbing gloves: we are better at swimming and climbing! When we can fly already! For a harmonization slot! Jump Ring: This is the boots of Striding and springing, but with less benefits and at the price of your bonus action. Ring of mind shielding: a beautiful gift for the face of your game. The soul capture aspect can actually be very interesting if you are confronted with an evil wizard, in order to deny the capture or destruction of the soul. Flight Wings: Flight broom at a higher speed that does not require the use of your legs or poses a risk of falling. However, a limited (but generous) time, harmonization and recharge time make the whole thing worse. Spellcasting: The worst spellcasting progression in the game. We get spellcasting progression of 1/3 wheels, but not their cantrips. Still, spells -nt spells. Look elsewhere for fireballs, our spells are mainly supports and buffs. Both subclasses have strong attack options, so you're not likely to be too dependent on spells in battle. Improved capacity score: We get standard 5. Magic Infusion: Allows you to do fun things. The infused spell requires the activator to maintain concentration, not you, so you can provide your martial group mates with auto-buffs that they can deeply appreciate. Give your entire Shield of Faith line parts before a boss fight? Course. Give your frontliners flashy coins before a boss fight? As possible, and even better. Higher Attunement: More harmonization options allows us to be more liberal in picking utility options to do fun or unique Mechanical Servant things: This will make us terribly powerful for the first two levels we have this, and levels off like like and players are starting to outdo it. We have to choose a beast with a Grande size, which simplifies our choices a bit. I'll look at 2 groups of beasts: those with a CR of 2, the strongest we can choose, and those with an intelligence of at least 6, who are weaker in front-line combat, but can use infusions (and can all fly, among other things). Cr 2 options are more powerful in lower levels, but smart options offer more as enemies become stronger, especially with flight. Spoiler: CR2 Options Show Allosaurus: From the start, we have the possibility of a robot dinosaur. Among our options, the Allosaurus has the highest ground speed at a 60 blister, and the highest damage if you can pull a leap. It is also the second most difficult. Aurochs: Our squishiest option, with the lowest AC and HP. It has the second highest speed at 50 and the best knockdown ability in its DC 15 charge, giving it some of the best utility melee options. Go if you promote the possibility of spamming a knockdown to help your allies, but we have better options for direct combat. Cave Bear/Polar Bear: Bears do the most consistent damage to our options because they are the only ones to have suffered multiple attacks. They even have a swimming speed and a bright smell. The only difference between the two is that Cave Bear has Darkvision, which doesn't matter since our constructions get 60 feet darkvision by default, which means that the distinction is purely flavor. Giant wild boar: Similar to the Aurochs. It has a slightly higher HP and AC and Relentless 1/rest, but worse speed, damage, and accuracy. Personally, I consider this to be a bad business. Giant crayfish: Tales from the yawning portal brings this bad boy. He has the highest C.A. of our options. His specialty is the ability to do 2 grappling attacks at each turn, giving him enormous utility. Hunter Shark: The shark has no land speed, which means that your construction would not be able to move. Might be able to earn his gifts in a water campaign, since Blood Frenzy is a very strong ability, but the options below and above are just as worthy. Plesiosaurus: An interesting option. He has the vast majority of all our options. The drop in land speed is offset by its 10-foot attack range, allowing you to have fun with attacks of opportunity and defend your boy. Hilarious, the massive sea creature is the second most stealthy of our options. Rhinoceros: Aurochs with less speed and a little more HP. Speed is good for knockdown, so I consider it a downgrade. Saber-toothed tiger: Allosaurus with a little less volume and damage as well as 20 feet less speed, but offers a better DC pounce, best stealth bonus, and Keen Smell (compensated by a worse perception bonus). Personally, I think it's a bad business, but it's still only a little worse than one of our best options. Spoiler: Int '6 Giant Eagle Show Options: The highest speed of our options, options, 80 feet of flight speed. The view is the most useful of the senses to gain the advantage on, making it a good and great scout to provide infusions. Giant owl: The weakest useful options is the best scout, with discretion, a perception bonus, and the advantage over the two most relevant senses, making it the most useful in the long, long term. Flyby lets you do cute things in combat, including flying to help an enemy, and get out of the dodge without triggering opportunity attacks. This is especially powerful for the Gunsmith, but runs the risk of attracting the ire of your DM because it is so useful. Giant vulture: less volume, perception and speed than the Eagle, but an extra sense advantage and pack tactics. The latter gives him the best damage of our flight options, but we have ground options for damage and the other flyers are better scouts. Soul of Artifice: A 6th tune-up item is nice, but it also allows us to get a '6' at all economy throws, which is huge and stacks on top of the skill. A valuable cornerstone for campaigns that go this far. Subclasses Alchemist The Alchemist focuses on support, with a wide variety of concoctions to hurt, heal, hinder and help. All of his abilities are essential to Intelligence, which allows the Alchemist to avoid falling behind spells. Some of your options scale with the level and you can choose more. It is not competent with the alchemy kit, for some reason. Alchemical acid and fire will be your main methods to remove the health of angry guys. Acid is for simple targets and fire for many, of course. Unfortunately, both attack methods involve dexterity saves, which means that performance will suffer against all that is good in this area. Your utilitarian tools will also provide you with some degree of control, supplemented by spells as needed alchemical acid: You are given this option by default. Acid will be your main source of damage against individual targets, evolving at the same rate as Rogue's Sneak Attack, without the conditional requirements. Acid is a type of strong damage, we could do a lot worse. Alchemical fire: You get this by default as well. It swings at a slower rate than acid, but will hit several targets, making it more useful in such situations. Fire is a definitely worse type of damage than acid, but both fill the gaps in the other. Healing Water Draw: A safe choice for your first option, the draught offers a good amount of healing without spending a spell slot, only once per creature per long rest. Smoke stick: A defensive option, because none of Alchemist's damaging abilities are attack rollers that you are not affected by the lack of visibility. As such, you can drop it on yourself and throw acid at things without penalty, while they have a downside to hitting you. You can also use it to cover an escape or force enemies from a distance out of position. Swift Step Watering: A A Speed boost that does not consume resources is neat, and you can continue to feed it to someone as there is no rest requirement here. Your favorite scrum will appreciate you. Tangled bag: A single square of difficult terrain? We can do better than that Thunderstone: Most of the things you want to push around have high constitution savings, placing that on the low end of bacon saving potential. Armorer While the alchemist had a lot of use, the Gunsmith is almost entirely on killing dead things. Thunder Monger deals damage with the same progression as a Rogue's Sneak Attack, but without the conditional requirements. Progressing in the underclass offers AoE options, both in a line and in a sphere, giving you more flexibility in terms of damage, rather than utility. This comes as the not considerable disadvantage of the action saving, as your bonus action will be perpetually consumed by reloading. Your special plans offer you expanded gameplay and varied choices, so we get to make more decisions than fighters and barbarians at least. General Gameplay Master Smith: A fitting cantrip and a new tool. Thunder Cannon: A long-range weapon that only you can use that deals Greatsword damage and is not even heavy, allowing small breeds to follow. It comes at the price of having to reload, however. Thunder Monger: Powerful, your main source of damage. Find ways to get an advantage, to improve your chances of landing this wallop of an attack. Blast Wave: Our first special shot is a cone attack that slightly repels enemies. A nice choice for when something is in your face, allowing you to attack instead of disengage. We get better group attacks, but Piercing Round: ... Like this. An online attack offers a good opportunity to multiply your damage. Round Explosion: A large area of effect that uses the considerable range of the weapon to make a decent evil. Latest change per Languid_Duck; 2018-11-25 at 12:13 p.m. 2018-10-24, 3:48 p.m. (ISO 8601) Inner Workings Art by Aienai StatsStrength: As a remote weapons specialist and lightweight armor user, Gunsmith should put an 8 here and not look back unless you specifically want athletics. Alchemists can however use heavy armor, if they are obtained by multiclassification or feat, whereby 15 would be desirable. Otherwise, alchemists can also safely empty this. Dexterity: Bread and butter for the gunsmith. Alchemist always likes to take this for AC and saves, initiative and skills. Alchemist should aim for 14 and no more. Gunsmith should aim at 16. Constitution: Health points are a good thing to have. Having said that, the two subclasses have no reason to go to the front line, so you can get away with prioritizing elsewhere. We already have constitution safeguards, which means not resilient: Constitution, in order to aim for even a score, 14 or maybe even 16 being ideal. Intelligence: Bread and butter for the Less important for the Gunsmith, but still useful past level 9 to boost the DC from your special moves and skill controls. Note that you need at least a 13 here in order to multiclass. Alchemist should aim for at least 16. Gunsmith should aim for 14. It's possible to be a Dumbsmith though and just focus on hurting things with Thunder Monger, in which case keep it at 13 if you're planning on multiclassing or dumping if you don't. If your DM is generous or open to trading, the Circle of Intellect is one thing too. Wisdom: Provides very useful savings and skills, but few mechanical benefits. Avoid throwing it away outright if you can, but don't prioritize it either. With standard table, it's a nice place for your 12 or 10. Charisma: Mainly applicable to faces. Scientists aren't supposed to be faces. Can also be thrown safely, but it is less unlikely to be relevant than force. Put your 10 here if make standard chart or a second 8 if making the purchase of points. Race Selection You want a race that increases the primary stat of your subclass, by 1 or 2, depending on whether you have placed an odd base score or even in that stat, in order to reassemble the modifier. Even put a score even for an odd number opens feat or ASI splitting options that have never hurt. Prioritize intelligence for alchemists and dexterity for gunsmiths. Both subclasses use each other's primary stat to a lesser extent, so anything that stimulates both is absolutely sauce. Constitution is also welcome if it allows you to complete an odd score, and Dumbsmiths will favor it over unused intelligence. Spells, skills and other forms of utility are also desirable. As this is an optimization guide, races that do not stimulate intelligence or dexterity will not be discussed. Those discussed are evaluated in relation to each other. All that boosts your primary stat will be close in terms of combat, so you're not shooting yourself in the foot is that the race you really like is rated purple. Aarakocra: Chances are your DM won't allow this race, and for good reason. More for Gunsmith, giving you a tasty boost to your primary stat and flight to complement your remote abilities. Alchemist always enjoys flying and increases secondary statistics. Bugbear: For Gunsmith thanks to the dexterity bonus. It also has other bonuses that you may find useful, but the main selling point only applies to melee attacks. Alchemist can look safely elsewhere. Change: Gives a dexterity or intelligence, it is therefore relevant either from the outset, if not too statistically convincing. It gives a bunch of benefits, which artificers are unlikely to capitalize on. That said, it throws the door to play this way wide open, and it also offers another tool, with expertise in it and additional language. Disturbing face can definitely save your bacon as well. Dwarf: Dwarf: The features include a '2' welcome to the Constitution, resistance to poison, and the elimination of the force requirement for heavy armor, which could be of interest to alchemists interested in multiclassification or seize a feat for it. Mark of Warding: The only sub-race that offers relevant statistics, and that's a good one. Bumps at both stats on top of the constitution make it desirable. Add a bonus to thieves' tools and investigations for great use out of combat. Spells don't hurt either, and key to our stat casting. Especially excellent for alchemists heavy armor because it allows them to reap the benefits of heavy armor without having to invest in strength. Elf: Right away we see 2 dexterity and skill in the most important skill, so we are on a great start. Gunsmiths may also appreciate the chance to pick up elf precision, but it is hard to get the advantage. Drow: The sensitivity to sunlight is boring and charisma is a waste, which makes alchemist unfavorable. Faerie Fire could have been fun, but it's charisma based for you. Eladrin: Charisma returns. Teleports are always fun though, especially the spring version, which gives you more high elf versatility. Intelligence makes this immediately desirable for both classes. The cantrip gives you a ton of options, either for utility or a damaging cantrip for Alchemist. Mark of Shadows: Charisma is wasted on us, and performance bonuses are wasted on any class other than Bard. Stealth intuition is actually nice, just like Minor Illusion. A resounding meh on my part. Sea Elf: The Constitution is cool and all, but unless you're in an aquatic campaign, racial race is unlikely to ever be relevant. Shadar-Kai: Similar to Eladrin, Shadar-Kai has a better stat bonus and resistance to a decently common type of damage. The teleport is probably a little worse than That of Eladrin for us, since it recharges on a long rest and we get less benefit from resistance as back liners, but it's still absolutely no complaints. Wooden Elf: Bonus of wisdom is fine but not ideal. Speed can be cool, but we get Longstrider and Expeditious Retreat. It is unlikely that other racials are relevant to us. Genasi: Two sub-races are relevant to Artificer, 2 The Constitution is always welcome. All the racial characteristics are in the underclass, and it is unfortunately a little light in that regard. Air Genasi: A dexterity bonus tilts that towards Gunsmith. Levite is a cool spell for a range-oriented class. of Darkvision however, taxing you either a spell or a magical element. Fire Genasi: Thematically the fire should lend itself to the Gunsmiths, but mechanically that Intelligence is more useful to Alchemist. Fire is an extremely common element to resist, although spells are somewhat obsolete by alchemical fire being a thing. Gith: 1 intellect makes it more desirable for alchemists, although no subclass gives dexterity dexterity Dealers. All non-standard features are in the sub-craces. Githyanki: Strength is not relevant to most and the average armor is redundant, but a free skill, tool and language are enjoyable. Jes in the free mage hand and neat mobility spells and we can work with that. If you want heavy armor, this becomes much more relevant than the only option with FIXED ASIs in both strength and intelligence. Githzerai: Wisdom is more relevant than strength if you don't intend to pursue heavy armor. Resistance to charm and fear is likely to be useful. It gets free mage hand once again and Shield is pretty cool. The loss of additional public services is a disgrace, however. Gnome: Intelligence attracts the attention of both subclasses. Gnome Cunning is also excellent. It should not be surprising that Gomes are well suited to be inventors. The small size is irrelevant, since the Thunder Canon is not a heavy weapon. Deep: A bump of dexterity to allow gunsmiths to resent it. Superior Darkvision is always good for distance classes, especially with Gunsmith's normal range of 150. The unique feat is very useful. Forest: Another dexterity bump, this time by adding the most widely applicable cantrip in the game. Mark of Scribing: I hope you like languages. Intuitions are unlikely to come, but the sub-race is kind enough to put the skill back into them to let you swing the check if it does. Rock: A constitutional bump to make this desirable for Alchemist and passable for Gunsmith. Artificer's Lore is quite likely to come in our line of work, not to mention having the class in the name. Watch appliances can let you do unique things out of combat, mimicking different cantrips, with more options available via a feat. Goblin: The statistics are great for Gunsmith. Unfortunately, Nimble Escape doesn't get into trouble with the class, with Gunsmith functionally unable to make use of it due to the additive bonus action It is, however, much better if you devote your mechanical servant to reloading it for you, allowing you to hide and shoot Thunder Mongers to the advantage. While Alchemist can actually use Nimble Escape, disengagement is unlikely to come for a back coating and hiding is less useful for a class dependent on saving throwing attacks. Fury of the Small is not enough to justify a recommendation. Halfling: 2 Dexterity for gunsmiths, but Alchemist doesn't have intelligence bonuses anywhere here. Lucky always cool and racial feats allow you to do fun things with dice. Ghostwise: The wisdom bump is meh. Just like telepathy, which could be useful for stealth missions apart from the fact that guns are noisy. Lightfoot: Few benefits for a class that has no use for Charisma. It also faces the goblin problem of the subclass that could benefit from hiding in restricted combat in the use of bonus action. Healing Mark: Medicine is one of the least useful skills, and we can already heal to the touch without having to lose hit the dice. The biggest dragon brand is quite strong though, if it is so tilted. Hospitality brand: Cantrips are generally pleasant, and Prestidigitation is one of the most beautiful. If you like being a cook, this class-race combination is the absolute best to it. Choosing it allows you to pick up Mordenkainen's Magnificent Mansion through the Greater Dragonmark feat, which is truly neat. Stout: The Constitution is always welcome. Poison resistance is also very likely to develop in an adventure. It's better for Dumbsmiths. Half:Elf: Bonus both relevant statistics and bonus skills and useful resistances AND access to both human exploits and racial elves. As always, the race offers far too much to ignore, even when Charisma is going to lose. Detection Mark: Intelligence and a floating ASI make it applicable to either subclass, and a bonus to the investigation can be nice. We can already launch ritual Detect Magic and Detect Poison and Disease is not too useful. This is done at the cost of a lot of features, and I really don't think the compromise is worth it for us. Storm Brand: Dull spells and intuition bonuses, combined with other missing abilities, make this difficult to recommend compared to other sub-races, and especially the vanilla option. Variations: The High Elf variant gives you the cantrip and Drow gives you the best part of the race without its drawbacks. Both come at the cost of two skills, which can be an interesting trade for you, but I'm not a fan. Woodland and aquatic elf offer less. Half: Orc: Unrelenting endurance can save lives, but unfortunately Savage Attacks only applies to melee attacks, which means that no subclass could/should make use of it Mark of Finding: A dexterity bump and a floating ASI [which a gunsmith can apply to a second dexterity bonus, as it does not specify another ability score] to make it applicable to either subclass. Intuition bonus to perception is fantastic, and survival can be helpful. Following via Imprint Print is enjoyable, and the ability to ignore the invisibility of an enemy is attractive to the Armorer. Hobgoblin: The stats are cool for Alchemist, but without launching an attack, a major advantage of Saving Face is lost. Armor and weapons skills are not relevant to us. Human: Bonuses across the board play to your strengths and strengthen your weaknesses. Too bad it doesn't offer much else. Variation: Of course, the only thing best is to keep the most relevant bonuses while adding a skill and it's a feat. The world is your oyster here, and the lack of dark vision is of little consequence since we get the spell and can even make night goggles. Conclusion Mark: A strictly worse version of the half:orc sub-race, since it lacks on bullying skill and relentless endurance without any mechanical advantage. However, the benefits of sub-races are still ongoing. Handling mark: The ASIs are there, but nothing else is. is. Making: Just look at the name. The sub-race is meant to be an artificer. A '2' to your primary capacity score and '1' in high school are good from the start. A bonus for ALL craft tools and an additional tool are appropriate for our class. Repair is wasted on Gunsmith, but Alchemist doesn't mind. Plus another cantrip of your choice. AND the ability to give a '1' to the armor or a weapon without concentration, which is excellent for Gunsmith. Having so much to offer in fact a true competitor of Variant Human. Mark of Passage: Dexterity for Gunsmith, potential intelligence for one or the other. Speed doesn't hurt, although it and ignorance of the difficult terrain are less relevant for a distance class. Intuitions could be better, as no subclass is likely to invest in athletics and ground vehicles rarely come. The analog Dimension Door offers interesting options. Sentinel Brand: Only your relevant stat could be better. Initiative and collection bonuses are certainly cool. Vigilant Guardian is essentially a global protection against ambushes. Shield 1/long rest doesn't cut it, and Blade Ward is definitely one thing. Kalashart: A boost to your relevant stat, a useful wisdom bump, and a less useful charisma bump. Advantage on wisdom saving throws is super powerful though, as can be an advantage over a social skill [probably Insight]. Psychic resistance can appear in your campaign, and telepathy opens up some fun options. Kenku: The dexterity bonus is tasty for Gunsmith and the wisdom bonus is pretty acceptable. Skill bonuses are just inflating, giving you the two most desirable skills for dexterity classes. Expert Forgery is great if your game involves a lot of element creation because it applies to crafting just as well. Kobold: Dexterity for gunsmiths and we don't care about the loss of strength. You can do fun things with Grovel, and Pack Tactics is super likely to come, giving the advantage on your wallop of an attack. Sensitivity to sunlight hits again though, see if your GM will allow you to artificer up some sunglasses [light glasses?]. At the very least, it will be regularly denied by Pack Tactics. Shifter: Oh hey, it's quite an alphabetical jump. Basic running increases dexterity, making it relevant to gunsmiths, although no sub-race helps the Alchemist. The free perception skill is impressive as well. Beasthide: A constitution bump is never unwelcome. Mastery of athletics is a solid 'sure, why not'. The defensive advantage of your form upset your holding power. Longtooth: Unfortunately, not really offer us much beyond the basic package, unless you really want the bullying skill for some reason. Swiftstride: More dexterity, even if Charisma doesn't help. Acrobatics is desirable, speed helps, and the ability to build more space between us and an angry demon is always welcome. Wildhunt: A sub-race that emphasizes Wisdom. Wisdom, is not bad, but not too convincing. A lot of useful tracking and using your form to become better at tracking are nice though, allowing you to play to be a Ranger. Simic Hybrid: Constitution and bonuses to your primary stat are great things to offer. The first-level upgrades are all utilitarian, but the Carapace option on the 5th level is nice. Grappling appendages are unlikely to come for a remote class and Acid Spit is surpassed by the primary attack methods of both subclasses. Tabaxi: Dexterity for Gunsmith, but irrelevant charisma. Since our range is so good, we rarely need to move around, so feline agility is actually great for the moments we need to reposition. Add to that free skills in two of the most important skills, and we have a solid choice. Tiefling: With the abundant variants that have been released, state bonuses and racial ones are everywhere. Unfortunately, many of them have useless charisma stat. Baalzebul/Mammon/Mephistocles/Vanilla: Intelligence for Alchemist, fire resistance, and the helpful cantrip offset the lackluster Charisma-based spells. Mammon has a little better, in the sense that none of his racial spells actually use Charisma. Dispatser / Glasya: These variants exchange Intelligence for dexterity, directing them more for Gunsmith. The spells are also quite tasty, especially Glasya. Feral: The boosts of dexterity and intelligence are impressive. Devil's Tongue and Hellfire options are less than the regular version they replace as an option, so you need to keep Infernal Legacy. The winged option swaps these dull spells for flight. GM dependent as always, but as strong as before if somehow allowed. Veldaken: You need the best two things on Gnome [and really improves the benefits of life-saving through by making them global], adds extra skill and an extra tool, with intuition. Definitely a competitive option for Alchemist. Viashino: Well Gunsmith can appreciate dexterity and skill options are nice. Unfortunately, the melee options are not relevant to us. Warforged: Unsurprisingly, an automaton race is perfectly suited for a master of technology. Everyone loves the constitution, protection from various dangers is very nice, and you get improved at that continues to scale with the level. Three subclasses are available, two of which are relevant to our interests. That's a good start. In addition, Pants is a canonical name for a Warforged. Sent: Eat your heart, Half Elf. The sub-rac Envoy offers flexible statistical boosts, allowing subclasses to get the statistics they want. It also gives a skill, a tool, a language and an expertise with a tool. Definitely an option of choice for how much it gives in addition to the basic race. Skirmisher: This subclass swaps the immense utility of sent for a little more speed and a passive that will almost certainly never see use in your campaign. It also exchanges flexible statistics for a set 2 2 price it suitable for Gunsmith, but unattractive to Alchemist. It still has all the warforged benefits, so it can't be bad, and a gunsmith could give it serious consideration. Yuan:TI Pureblood: About for an alchemist and also offers an int bump. Once you get it, suggestion can help once in a blue moon. The real price is in the advantage of saving against all magic and outright immunity to poison, making it extremely powerful defensively. Latest change per Languid_Duck; 2018-11-25 at 12:02.2018-10-24, 15:49 (ISO 8601) You Got Magic in my Science! Art by zoeleasts Spoiler: 1st Level Spells Show Alarm: A very situational spell, better left to someone who can ritually cast. Healing Wounds: Healing is always a good thing, even for alchemists. Self Disguise: More for social types, but always opens the door to many opportunities. Expeditious Retreat: Mobility doesn't hurt, but as remote characters, it's less influential. False life: Temp HP are never bad, and it does not require concentration. The number may well be larger, especially given our limited time slots and speech-language choices. Jump: We have little to gain from this as sounded characters. Could be considered if you have a good amount of melee in your band and your DM liked to have some dragons in their Dugeons and Dragons. Longstrider: Long duration and no concentration are points in his favor. Also better thrown at party members than our ass backlining. Sanctuary: A really nice concentration: free buff. None of our attacks are spells, so we'll have no problem throwing that between rounds. Shield of Faith: A buff thin enough to throw on someone more likely to take an axe in the face than ourselves. Spoiler: 2nd level Spells Show Aid: 15 hp more for your group is nothing to sneeze into, especially when it lasts so long and doesn't require concentration. Alter Self: Disguise Self, with more options but a higher spell level. It would be worth it if you didn't pick up her little brother. Arcane Lock: If you do a lot of dungeon, this is always a nice way to set up a safe rest. We have another spell that accomplishes similar, however. Blur: Comparable to Sanctuary for us, since we don't get the mirror image. Concentration is unfortunate, but we can at least attack with it. Flame continues: The only thing this brings to the table is that, if it is launched to the 3rd level or more, it denies the darkness. It's probably not worth the choice of fate. Darkvision: Its value depends on whether you managed not to choose one of the many breeds with Natural. Otherwise, we can always make night goggles. At most this can save you a choice of magical items, but you can always pick it up for a party member. Improve ability: Nice to throw on your scout in a dungeon crawl, or a Counterspell user before a boss fight. Expand/reduce: A flexible spell, althoughEnlarge is generally more useful. Useful. Easily one of the best spell options for us, a great spell for defense or utility. Less restoration: Allows you to take care of some unpleasant effects. Magic weapon: Alchemists can throw this on an ally's weapon to help them. Gunsmts can use it on their own weapon for a rare opportunity to boost the risk of blow. Poison protection: Poison is a common effect, but there are many ways to remove it, including lesser restoration up there. Trick rope: A sure opportunity for a short rest is a pretty sweet occasion. If you have a hunter, a monk or a sorcerer, it becomes even more valuable. Spider Climb: A reasonable substitute for Levite, useful for a remote class. Spoiler: 3rd level Spells Show Blink: A very good defense that doesn't even require concentration. Fly: You would have a hard time finding someone who doesn't appreciate the mobility and protection it offers. Gaseous Shape: Fly is right up there. Warding Glyph: Expensive and limited in utility for the level we get it at. Haste: Neither of the two subclasses benefits personally, as Gunsmith is limited by reloading and Alchemist is not able to use the tanned action effectively. Your lucky group mate will greatly appreciate that you throw this at them, however. Energy Protection: Useful if your campaign is likely to encounter hostile dragons or spell-throwers. Revivify: Bringing people back from the dead is a good thing, but it's rightly priced. Water Breathing: If you are likely to do a lot of underwater work, this may see use. Better left to other wheels, which can more easily exchange it in /out and ritual turning. Water Walk: A little less niche than water breathing, not that it says a lot. Spoiler: 4th Level Spells Show Arcane Eye: Put your Rogue out of a job spotting whole dungeons safely. Death Ward: Long duration, no concentration, and it saves lives. A great option. Make: Tasty for our class and offers many creative opportunities. Freedom of movement: Nice if you are likely to face spell throwers in the near future, as it protects against some unpleasant effects, including Hold spells, without even requiring concentration. Leomund's secret box: We had a holding bag from the 2nd level, and it doesn't even need an investment of 5050 g. Mordenkainen's faithful dog: Unfortunately, the dog can't move, so it's a glorified alarm spell. Mordenkainen's Private Sanctum: Can make your rest safer, but it's probably not enough to justify us choosing this. Resilient Sphere: Allows you to take an enemy out of combat or protect an ally in a perilous situation. Stone Shape: Turn a wall into a door. Assuming it's mineral-based. It is particularly permanent. Stoneskin: Potentially expensive, but a good buff for a melee ally. Latest change per Languid_Duck; 2018-11-25 at 12:05 p.m. 2018-10-24, 3:51 p.m. (ISO 8601) Fine Tuning Art by Mattes Laurentius Feats Feats come at the price of an ASI, and maximizing your primary stat will usually take priority. Alchemists can easily pick them up afterwards, as can Gunsmith if he is not interested in investing in intelligence. Actor: The social situation is not our wheelhouse, unless you chose Changeling I guess. Alert: Useful however since we are not complete wheels or rogues, not likely to be a priority. Athlete: Meh. I guess a gunsmith could eventually put it to good use, although there are better boost stat feats. Loader: We are not melee attackers Crossbow expert: Neither the subclass uses external weapons. Gunsmith can certainly enjoy minimal range removal. Defensive duelist: I suppose an Alchemist with a dagger could make use of it? Unfortunately, the Thunder Cannon is not finesse, so not such a chance for Gunsmith. Dual Wielder: Not our style. Dungeon Delver: If you are the rogue substitute, you might be called upon to do so, as we tend to decent to great dexterity and intelligence. Sustainability: Aside from racial feats, this is the best option to complete an odd constitution score, if tilted. Elemental Fan: Unfortunately, we don't have damaging spells. It's worth considering if your DM allows it to work with your vials/shots though. Grappler: We are neither frontliners nor grapplers. You probably don't even meet the Force's precondition. Grand Master of The Weapon: We are not melee. The Thunder Cannon isn't even heavy, so we have no way of making use of that. Healer: Useful as always, but somewhat devalued by the fact that we can already restore health points. It might not be worth a limited ASI. Heavily armored: We get medium armor, so we could really take that. If you encounter the strength score for high-end heavy armor or are a dwarf, it might be worth considering seriously. Heavy Armor Master: You will need the armor to get this, and as backliners we are unlikely to encounter non-magical physical damage. Inspiring leader: You're probably not charismatic, but it's a solid choice if you happen to be. Keen Mind: Potentially complete a strange intelligence. Most importantly, annoy your DM with it. Slightly armored: You already have the advantage. Linguist: We can already get the language of understanding and can make an article for it anyway. Lucky: It's always worth helping on a life-saving throw from Mage Slayer: We're backliners and able to capitalize on most of this feat. We specialize in hard, single hits, so the second part of this feat might actually be desirable, but probably not one of a limited number of desirable exploits. Magic Initiate: Choose Wizard for cool new toys. Gunsmiths can enjoy Finding Familiar for a little extra help in combat. Martial Adept: A Gunsmith could take advantage of a precise attack to improve his chances of landing Thunder Mongers. Alchemist can't take advantage of it. Medium Armor Master: An alchemist who has an excess of dexterity dexterity make use of that. Gunsmith prefers to save the feat and stick to the light armor though. Mobile: We are backliners and unlikely to be able to capitalize up there. Moderately armored: We already have medium armor, but not shields. Still not a desirable trade. Mounted Fighter: If you are straddling your servant, this might see use, but probably not frequent enough to justify this. Observer: The best feat to complete an odd intelligence score, thanks to the additional benefits. Polearm Master: Neither subclass has the opportunity, let alone the reason, to take advantage of it. Resilient: We already have constitution saves, but you can with it to pick up dexterity or wisdom as well. The best option for a gunsmith to complete an odd dexterity score. Ritual Caster: We can already launch Detect Magic and Identify, but options from other classes are welcome. This is another option to Find Familiar. Savage Attacker: We are backliners and unlikely to be able to capitalize on this. Sentinel: We are back-line supporters and we are unlikely to be able to take advantage of that. Elite Shooter: The coverage and range benefits are nice for Gunsmith, but it's really much more suitable for classes with multiple attacks instead of one, big one. Alchemist earns nothing because he does not use attack rollers. Master Shield: We are backliners and unlikely to be able to capitalize on this. Qualified: 3 skills is good, but I don't know if it's giving up a limited resource niche. Skulker: Unfortunately, neither subclass really can afford it. Gunsmith because of the economy of action and Alchemist because of the use of life-saving throw attacks. Spell Sniper: The only spell we get that can benefit from it would be the fate you draw from it. Gunsmith has little reason to go for it, but Alchemist might appreciate the option of an attack roll for diversity of options. Tavern Brawler: We are backliners and unlikely to be able to capitalize there. Difficult: Health points are a good thing to have. War Caster: We don't have as many concentration options as full wheels, but it's still nice to be able to maintain what we can. Combine with our natural constitution skill to make us very, very good in this. Master-at-Arms: Neither of the two subclasses needs weapons. Multiclass our damage progression is based entirely on our Artificer level, so be selective about how much you're willing to invest in other classes. : Since neither subclass prioritizes strength, it can be a difficult adjustment. None of our attack options are spells, so we can maintain Rage as a defensive option, but it doesn't increase our damage. Bard: Skill shenanigans and more spells can be nice, but do you have the charisma to even multiclass that? Cleric: Actually, a fair option. Wisdom is a useful stat and you might well have enough to continue this. Forge Doman is a tasty and extremely practical choice for both subclasses, subclasses, Alchemist accesses heavy armor and a shield and gives Gunsmith a weapon, which can be difficult for you to meet otherwise. Share a lot of spells with Artificer to start, release or replace certain choice options. 2 levels in Tempest Cleric is another tempting choice for Gunsmith, allowing you to maximize Thunder Monger damage. This can be used selectively as a mite, as for a crit. Druid: The absolute antithesis of the artificer, unsurprisingly, does not synergize with us at all. Fighter: About as good as it gets. The archery fighting style applies to the Thunder Cannon, which even makes a 1-level dive interesting for Gunsmith. Alchemists may consider starting here to get the heavy armor skill and defensive fighting style. Of course you can continue with the class and the good things keeps coming. Eldritch Knight is a particularly strong option because it gives spells that share a casting stat with ours. Notably, Toll the Dead offers an option to deal with high ace or dexterity targets. Unfortunately, neither Alchemist nor Gunsmith can benefit from an additional attack. Monk: Monk is a very self-reliant class and as such offers us nothing. Paladin: These stat requirements are very unfortunate, and there are better ways to get heavy armor. Gunsmith can't even get the archery style here. Ranger: Expands our usefulness with additional exploration skills and features. A second level gives a fighting style and a third, an archetype. Rogue: More skills, more expertise, maybe some cunning action. Gunsmiths can take advantage of the fact that stealth attack damage compensates for Thunder Monger's lost damage, so you don't actually lose momentum. Taking it to the 3rd level gives you the same offensive spell options as Eldritch Knight, making it an equally useful option for both. Consider placing your starting level here if you pursue the multiclass, as this gives you an extra skill. Wizard: Offers a little more Bard, while not having the proficiency advantages. If you want an expanded spelled broadcast, there is a much more synergistic option below. Warlock: No. not this one. Assistant: Here he is. Wizard shares a casting stat and expands our spell capabilities with ritual casting and more spells. Can be helpful for Alchemist and Gunsmith can enjoy finding familiar access. War Magic is a particularly tasty option, because Arcane Deflection gives us the opportunity to actually use our reaction, in a way that is both consistent and very effective, and the downside is irrelevant. We. Latest change per Languid_Duck; 2018-11-25 at 12:06.2018-10-24, 18:48 (ISO 8601) Awesome. As a long-time fan of this class, I whole and wholly support this guide. Just a few points to throw out there: I wouldn't reject the healer feat so easily. It scales pretty well and combined with the healing draught makes the Alchemist a formidable party healer. Especially since the healing of the draught ladders so fast. This is a minor investment in a class that doesn't need to have much of a stat accent beyond INT and CON, to help keep the party in the restoration of an average of 40 health per party member, per day of adventure at the 10th level. Sanctuary - reviving the fallen limbs is convenient. 2018-10-24, 7:16 p.m. (ISO 8601) As an administrative commentary, the blue and green you have chosen are really hard for me to read. For the most relevant discussions, I think Rogue Multiclass should be sky blue. The synergies between classes, especially if you go Arcane Trickster, are just too good. Wizard (and Magic Initiate (Wizard) as well), mainly to get some cantrips. For Alchemist, your two attack potions are Dex backups, so if you're against something with decent dex, you can be screwed without other options. Similarly, for the Gunsmith, if you are against anything with a High AC, you will have few options up to later levels. Having some cantrips to boost utility and give you some options in combat can be great. Agree on the comment above on Healer. Yes, you can restore life points through spells, but not many of them, and you only have a few through being a 1/3rd roulette (for some reason), so being able to save your precious spell slots can be a good thing for a gunsmith, but especially for the withdrawal of the penalty for long-range melee shots. Since melee gunsmiths would otherwise be limited to simple weapons (and generally be bad at them, except for dagger), being able to not worry about what happens if someone gets too close is convenient. You don't know if you want to add in the racial exploits of the Xanathar or not, but some of them can be very convenient for an artificer, as fade away from the Gnome. Similarly, if you are dealing with a guide on an AU class, might as well talk about multiclassing Mystic, which can actually be practical on a number of fronts. I think Halflings should be a little better rated for gunsmiths. Especially Stout Halflings, who get BonusEs Dex and Con. Since gunsmiths may have lower int, the lack of Int bonuses is not so bad for a gunsmith. Githzerai Artificers could actually make for a decent alchemist/Clerc with their Int and Wis boosts. For both subclasses, I think you should mention the limitations as well as the benefits. Both alchemist attack options are Dex-based backups, and the Alchemist never has AoE damage potential. The Gunsmith has a few decent AoE, but it's usually pretty low for you by the level you get it. While the Gunsmith may tend to do the AoE over and over again, compared to a Wizards AoE spells they will end up running out of spell slots, the Gunsmith has pretty poor damage by comparison. 2d6 in a 15-foot cone at level 9? People complain about this kind of damage to a Dragonborn's breath weapon that starts 8 levels earlier. In addition, AoE Gunsmith capabilities do no harm on a To save. None of this makes the class bad, but these are things to keep in mind. Also, you'd want to take a look at the different magical elements the class can do. I know some of them feel like trap options for me (like those with only a certain number of loads - you can basically use a class feature). So knowing which ones might be the best/worst options in general might be a good idea. Latest change per Aett_Thorn; 2018-10-24 at 7:18 p.m. Reason: Added Content 2018-10-24, 7:43 p.m. (ISO 8601) Originally published by Languid_Duck Haste: Neither subclass benefits personally, gunsmith being limited by reloading and Alchemist not being able

to use the tanning action effectively. Your lucky group mate will greatly appreciate that you throw this at them, however. Two notes here: 1. Your mechanical servant can throw this at you using an infusion, using his concentration instead of yours. Giant Eagles have the INT needed to use infusions, I think others do as well. So you can use your own concentration to run Magic Weapon. The ability of a mechanical servant to use infusions in your name and to be a concentration-bot should probably be noted elsewhere in the guide, coming to think about it. EDIT: Giving your pet an infusion if you have smart options via Pact of the Chain could still be a third thing focusing on your spells. Something to consider with your multiclass rankings. 2. The weapon requires a minor action to reload it, it does not necessarily require your minor action to reload it, which means that your mech can reload your weapon for you. Thus, while you are haunted, your sequence goes: 1. Your regular action: Attack 2. Your minor action: Recharge 3. Your haste action: then attack your minion's turn: 1. His bonus action: Recharge 2. His action: Anything you want. Dash or dodge or something, because probably you're on his back flying around at maximum range of your weapon and he can't really attack. Latest change per Damon_Tor; 2018-10-24 at 08:12.2018-10-24, 08:03 PM (ISO 8601) Another note relating to the multiclassization of the cleric: Consider the synergy between the Storm's ability to maximize thunder damage and all the thunder damage dice you roll with thundermonger. Then jes in 3 levels of Rogue for Assassin and self-crit on surprise. BOOM BABY. 2018-10-24, 11:00 p.m. (ISO 8601) Thanks for ideas on things I hadn't personally tried or considered. and Aett_Thorn, I shoved Healer to the green. I still think it's less valuable to us, although I've probably gone too far in the other direction. @Aett_Thorn, I changed sk blue to gold and green to a more hushed color, I hope it's easier for everyone. I shoved Rogue up to Blue, I hadn't given Arcane Trickster that he was duly considered. Personally, I hesitate to give any gold multiclass/sky blue, but this is probably the closest. I'm Whip up the analysis of the magic elements, most of which I haven't used or seen used in my own games, so I'm collecting used experience from all the other guides. @Damon_Tor, by RAW the infusion targets the creature that activates it, so unfortunately no haste shenanigans used. You might ask them to keep Magic Weapon for you, however (probably, it doesn't say what will happen if the user is not a valid target). Thanks for the advice on tempest domain though. 2018-10-25, 05:08 AM (ISO 8601) Initially posted by Languid_Duck @Damon_Tor, by RAW the infusion targets the creature that activates it, so unfortunately no haste shenanigans used. That's a good point. I forgot that you need a 3-level dive into the wizard for metamagic so you can match the spell. Then the construction can throw it at itself and you, because it explicitly chooses all the additional targets. 2018-10-25, 05:15 AM (ISO 8601) Initially posted by Damon_Tor This is a good point. I forgot that you need a 3-level dive into the wizard for metamagic so you can match the spell. Then the construction can throw it at itself and you, because it explicitly chooses all the additional targets. I don't know if this jives with RAW and how infusions would throw. 2018-10-25, 05:21 AM (ISO 8601) I really feel that infusions are a unique part of the class and the lot discussion should include mentioning which ones would be best at 7se for that purpose. For example, most parties do not have an active faith shield because blessing is a better use of the concentration of divine roulette, but if you have installed a button on the fighter's shield that would allow them to put it themselves 9n I bet the fighter would like and use it. 2018-10-25, 06:23 AM (ISO 8601) Initially posted by Aett_Thorn I don't know if this jives with RAW and how infusions would throw. I don't see why that wouldn't. 2018-10-25, 08:31 AM (ISO 8601) Initially posted by Damon_Tor I don't see why it wouldn't. You choose to match a spell when you cast it. If someone else casts a spell from an object, you don't cast it, so it can't be paired then. When you put the spell in the object, you also don't target a creature, and the wording of Twinned Spell indicates that you're targeting an additional creature, not an object. So I don't think you could twin infuse using spell points either. 2018-10-25, 3:21 p.m. (ISO 8601) Initially posted by Aett_Thorn Crossbow Expert may be a good thing for a gunsmith, but especially for the withdrawal of the penalty for melee shots. given that melee gunsmiths would otherwise be limited to simple weapons (and generally be bad at them, except for dagger), being able not to worry about what happens if someone gets too close is convenient. Blast Wave, Piercing Round and Exploding Round can all be used in melee without penalty since the attack is saved on depending rather than an attack roll. Blast Wave also has the Advantage of incorporating a 10ft knockback leaving the gunsmith to find himself 40 feet away from the person he was meleeing with. There may be a few on-board cases for the feat, but you would really need at least 1 dexterity on the feat to make it non-harmful to take as a gunsmith. Last change by Talderas; 2018-10-25 at 15:21. Initially posted by JusticeZero I'm not going to act like a complete idiot and paralyze me, either, just so you can feel like you're incredibly powerful playing your barbaric crossbow or something else. 2018-11-03, 5:10 p.m. (ISO 8601) Added dicussion of notable mechanical servant options. 2018-11-03, 7:05 p.m. (ISO 8601) I feel like you're missing one of the most powerful shapes: Originally posted by Crag Cat (storm-kings-thunder) Great beast, non-aligned armour Class 13 Strike Points 34 (4d10-12) Speed 40 ft. STR DEX CON INT WIS CHA 16 (-3) 17 (-3) 16 (-3) 4 (-3) 14 (-2) 8 (-1) Skills Stealth 7 Senses darkvision 60 ft. Languages - Challenge 1 (200 XP) Nondetection. The cat cannot be targeted or detected by a divination magic or perceived by magical scribbling sensors. Pounce. If the cat moves at least 20 feet directly to a creature, then hits it with a claw attack on the same turn, that target must succeed on a DC13 force saving jet or be hit prone. If the target is prone, the cat can make a bite attack against it as a bonus action. The cat has the advantage of recording throws against any spell that targets only the cat (not an area). If the cat's life-saving throw succeeds and the spell is 7th or lower, the spell has no effect on the cat and instead targets the pitcher. Actions. Melee Weapon Attack: 5 to hit, reach 5 ft, a target. Hit: 8 (1d10-3) piercing damage. Claw. Melee Weapon Attack: 5 to hit, reach 5 ft, a target. Hit: 7 (1d8-3) cutting damage. Last changed by 8wGremlin; 2018-11-03 at 7:07 p.m. 2018-11-03, 7:55 p.m. (ISO 8601) Initially posted by 8wGremlin I feel like you're missing one of the most powerful shapes out there: It's a pretty interesting beast out there, but I don't think it's that good. There is already Darkvision, which your servant receives if not. It has enough decent life points, but nothing special. 40 feet of motion is a little slow compared to the flight speed of a Giant Eagle of 80. Missing the 6 int needed to use infused spells makes it much less versatile too. The only thing it has is spell turning and 7 to stealth, which are both nice but nothing exceptional. Spell Turning sounds really cool and if that happens is fantastic, but it has so many limitations. First of all, he has to pass the stop, without skill in any stop, it is a little more difficult. Then, if the fact that it is to be a single target spell, not an authorized AOE, that would limit it a bit. Most smarter monsters will just target a fighter more threatening than a mecha-cat who runs around doing enough damage (because it doesn't multi-attack). Which is the other problem, your constructions never get magical attacks that makes me feel that versatility (giving a fly/climb speed, using infusions, ect) makes a competitor much stronger than a damage pony focused on a/turn. Finally, it has no advantage for any type of control. Many of these beasts have the advantage of hearing/feeling/seeing that makes them very perceptive, more than likely more than the artificer. Last change by Daghoulish; 2018-11-03 at 8:02 p.m. 2018-11-03, 7:55pm (ISO 8601) Yikes, never made SKT but it's certainly pretty raw. Not sure it holds up in the direction of the fight to justify the lack of flight/intelligence for a higher rating than green though. If there is anything else to note below CR 2, I'll be happy to add it. Latest change per Languid_Duck; 2018-11-03 at 7:57 p.m. 2018-11-03, 8:18 p.m. (ISO 8601) Originally posted by Languid_Duck Yikes, never made SKT but it's certainly pretty raw. Not sure it holds up in the direction of the fight to justify the lack of flight/intelligence for a higher rating than green though. If there is anything else to note below CR 2, I'll be happy to add it. The only one I could mention is the giant crayfish from Tales from the Yawning Portals. I think it may be the only beast you can use that has a swimming speed and can breathe both air and water, making it a serious contender if your campaign has a lot of water/transportation fight in it. The fact that it has multi-attack, grapples on the spot, can have two targets grappled at once, 15 natural AC,30 feet blindsight, and 45 hp makes it a decent option for an aquatic adventure. Last change by Daghoulish; 2018-11-03 at 8:42 p.m. 2018-11-04, 00:06 (ISO 8601) I played a gunsmith until level 10. It was a little bit. At low altitude on a giant eagle mount, I could do cool things like a flying artillery piece. But in levels 7 your spelling doesn't compare well to full wheels, your attack and defense don't compare well to dedicated martial classes, and your access to skills is only poor. It's hard to do the right thing. It's hard to do the right thing. I would give an honourable mention to the rider's saddle, if you can acquire or make one. With a large pet as a class function, you are ideally located to use it as a mount, and the saddle does a lot to protect it. However, since the artificer wants to operate within range and the mount is only effective in melee, there is a tension between his abilities and yours and you will have to constantly enter and exit the melee to get the best advantage. 2018-11-04, 02:07 AM (ISO 8601) Existing AU entries are terrible because they are written to wrap themselves with the Lore of a section of faerun destroyed both in the plague of spells and bleaching to put its unpopularity into perspective. That said. I strongly suggest you watch the 35 archetypes in faithful eberron and rework the section because it will almost certainly lead to dramatic changes. With a little luck, the class of artificers will one day make us remember the AO artificers as a bad dream. 2018-11-04, 11:53 (ISO 8601) @jiriku Gunsmith's damage is perfectly tied with a Rogue using a D6 weapon, and defense is less of a problem with up to 3 built in flight sources outside spells. We are really comparable to Arcane Trickster, similar utility (less skills, in exchange for using tools), same damage, similar spell options. However, expect improvements during the official release, especially for the progression of the spell. @Tetrasodium as appropriate thematically as it may be, Eberron's Faithful is homebrew, and I prefer to stick to official or soon-to-be-official WotC material. 2018-11-04, 12:03 (ISO 8601) Initially posted by Languid_Duck @jiriku Gunsmith's damage is perfectly tied with a Rogue using a D6 weapon, and defense is less of a problem with up to 3 built in flight sources outside spells. We are really comparable to Arcane Trickster, similar utility (less skills, in exchange for using tools), same damage, similar spell options. However, expect improvements during the official release, especially for the progression of the spell. @Tetrasodium as appropriate thematically as it may be, Eberron's Faithful is homebrew, and I prefer to stick to official or soon-to-be-official WotC material. 100% of your post is based on unearthed Arcana stuff that we know are going to be replaced by something actually designed to fit eberron instead of destroying it and erasing the Lantan card. As for the term homebrew, FoE is well above the quality level normally associated with this term and is most likely the best 5th eberron supplement behind wrgte at this point. Not only is thst the fact that it is more relevant to the artificer as a class than the dug-up Arcana stuff you've focused on. TL:DR I strongly disagree. 2018-11-04, 2:26 p.m. (ISO 8601) Yes, and I intend to update everything once we have the official version one day. This is for what we currently have and can be a basis for when the real fate. We do not know how much of it will be kept. Whatever the quality (on which I agree with you), it is not official or otherwise published by the creators of the game. You won't find any major guides on this site that deals with third-party content in the same vein as wotc. You or your DM are more than welcome to use it in your game, but I don't think it has a place in a discussion 2018-11-25, 11:40 a.m. (ISO 8601) (Finally) Additional discussion on wondrous invention options. 2018-11-25, 11:52 (ISO 8601) Initially posted by Languid_Duck @jiriku Gunsmith's damage is perfectly tied with a Rogue using a d6 weapon, and defense is less of a problem with up to 3 built in flight sources outside spells. We are really comparable to Arcane Trickster, similar utility (less skills, in exchange for using the tool), same damage, similar spell options. However, expect improvements during the official release, especially for the progression of the spell. Except that the Rogue has its bonus action for things like Hide (making the advantage easy to get) or TWF (which makes the damage more reliable). And the Arcane Trickster in particular is a little more impactful than you, since they can inherently use Booming Blade to pump their melee damage. Not to mention things like AoOs, Sentinel, and other off-the-other attacks for double stealth attack. You're about equivalent to a Rogue BASE, but they have many more ways to increase their damage. It is also interesting to note that the alchemist struggles badly against anything that has good dex stops. Latest change per Grod_The_Giant; 2018-11-25 at 11:53. 2018-11-25, 12:23 p.m. (ISO 8601) Initially posted by Grod_The_Giant Except that the Rogue has its bonus action for things like Hide (making the advantage easy to get) or TWF (making the damage more reliable). And the Arcane Trickster in particular is a little more impactful than you, since they can inherently use Booming Blade to pump their melee damage. Not to mention things like AoOs, Sentinel, and other off-the-other attacks for double stealth attack. You're about equivalent to a Rogue BASE, but they have many more ways to increase their damage. And the Arcane Trickster in particular is a little more impactful than you, since they can inherently use Booming Blade to pump their melee damage. Not to mention things like AoOs, Sentinel, and other off-the-other attacks for double stealth attack. You're about equivalent to a Rogue BASE, but they have many more ways to increase their damage. It is also interesting to note that the alchemist struggles badly against anything that has good dex stops. In addition to the cunning action, all these ways to increase the damage are based on the melee. Gunsmith's damage is equal to a Rogue with a crossbow, with a massive range advantage and a slightly less conditional damage source, at the cost of gaining the advantage by hiding. Which, of course, is much better for gross damage. That said, I am fully aware that the artificer's UA iteration is undernourished. I am just trying to say that the disparity is not insurmountable. I added the disclaimer about Dex Saves for the Alchemist, thank you for the suggestion. 2019-01-11, 3:52 p.m. (ISO 8601) I'd just like to mention that the alchemy jug is actually pretty amazing. It creates 1/2 oz of poison per day. 1 vial of poison is 100g. I made so much gold from an alchemy jug, it's not even funny. 2019-01-29, 8:19 p.m. (ISO 8601) You say No, not this one for warlock, meanwhile I create a sorcerer gunsmith (Hexblade). It took a little convincing, but my DM agreed that the Magic Weapon spell can turn my Thunder gun into a Pact weapon (It lasts exactly an hour, enough to perform the ritual). Then I with the enhanced Pact weapon and other things. Now I am the skill monkey, the healer, and circuit breaker in a group of Wizard, Barbarian and Rogue. And don't forget the OP buffs I give to my friends. Friends. Friends.

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