

ARTIFICER SPECIALIZATION

At 1st level, the Artificer gains the Specialization feature. The following exclusive option is available in addition to the Specializations presented with the [Alternate Artificer](#):

Mechanic

MECHANIC

Artificers known as Mechanics develop their obsession with arcane motors to construct wondrous mechanical vehicles. Donning a signature protective Mechanic's Coat, Mechanic Artificers will face any challenge as they design, construct, and improve their wondrous motorized Autocycle.

Artificer Level Feature

1st	Mechanic's Coat, Tools of the Trade
3rd	Autocycle
5th	Afterburn, Improved Autocycle
9th	Expert Rider
15th	Master Mechanic

MECHANIC'S COAT

1st-level Mechanic Specialization feature

You have crafted the signature coat of a Mechanic to protect you from the hazards of your motorized inventions. Over the course of 1-hour, you can craft a Mechanic's Coat, which is sized to fit you and can be worn over light or medium armor.

While wearing your Coat you gain the following benefits:

- Once per turn when you take bludgeoning, fire, piercing, thunder, or slashing damage, you can reduce the damage by your Intelligence modifier (minimum of 1 damage).
- Your Coat can store a number of tools, weapons, and Tiny objects equal to your Intelligence modifier. You can draw and stow these objects as a free action on your turn.
- If you are riding a vehicle while wearing your Coat, you cannot be knocked from the vehicle against your will.
- Your Coat can bear one Infusion for armor or a cloak.

TOOLS OF THE TRADE

1st-level Mechanic Specialization feature

You gain proficiency with smith's tools and land vehicles. If you are already proficient with smith's tools or land vehicles you gain proficiency in a set of artisan's tools of your choice.

MECHANIC SPELLS

2nd-level Mechanic Specialization feature

You learn certain spells at the Artificer levels noted in the table below. These don't count against your total number of Spells Known and cannot be switched upon gaining a level.

Artificer Level Spell

2nd	<i>grease, zephyr strike</i> ^{XGE}
5th	<i>enlarge/reduce, heat metal</i>
9th	<i>haste, thunder step</i> ^{XGE}
13th	<i>freedom of movement, fire shield</i>
17th	<i>creation, steel wind strike</i> ^{XGE}

AUTOCYCLE

3rd-level Mechanic Specialization feature

Your obsession with motorized machinery has borne fruit in the construction of an Autocycle. It is a Medium vehicle with an appearance of your choosing, but its appearance has no effect on its statistics. It can be used as a mount by you, and while you are mounted on it, it shares your initiative, you can use its speed in place of your own, and you can use an action to use one of the actions from the Autocycle's stat block.

Your Autocycle uses the stat block found on the next page which uses your proficiency bonus (PB), Intelligence modifier (INT), and your Artificer Spell save DC in several places.

Your Autocycle can be used as a spellcasting focus for your Artificer spells while you ride it. It can also bear one Infusion normally meant for boots (wheels) or armor (chasis).

You can use tinker's or smith's tools to repair any damage to your Autocycle. For every 10 minutes you spend on repairs, your Autocycle regains hit points equal to your Artificer level.

If your Autocycle is destroyed, you can construct another during the course of a long rest, so long as you have access to tinker's or smith's tools and enough scrap materials. You can only have one Autocycle at a time, and constructing a second causes any previous Autocycles to fall into disrepair.

AFTERBURN

5th-level Mechanic Specialization feature

Once per turn, when you move within 5 feet of a creature while riding your Autocycle, you can force that creature to make a Dexterity saving throw. On a failure, it takes fire damage equal to 1d10 + your Intelligence modifier.

IMPROVED AUTOCYCLE

5th-level Mechanic Specialization feature

You are accustomed to fighting while riding your Autocycle. You gain the following benefits while riding your Autocycle:

- When you cast a spell of 1st-level or higher with a target of self, your Autocycle also gains the benefits of the spell.
- When your Autocycle is attacked, you can use a reaction to redirect the attack, causing you to be the attack's target.
- Your Autocycle can bear two Medium creatures or three Small creatures, and its cargo capacity becomes 100 lb.
- Riders can complete a short rest while mounted on your Autocycle so long as they do not take any damage, make no saving throws, and are traveling at a normal pace.

EXPERT RIDER

9th-level Mechanic Specialization feature

You can easily maneuver the Autocycle in any environment. While you are mounted on your Autocycle, its movement ignores difficult terrain imposed by magical and mundane effects, and opportunity attacks that target your Autocycle, and any creatures mounted on it, are made at disadvantage.

Also, when you move within 5 feet of a friendly creature while mounted on your Autocycle, it can use its reaction to mount your Autocycle behind you so long as there is room.

MASTER MECHANIC

15th-level Mechanic Specialization feature

Your Autocycle gains a flying speed equal to its movement speed, and it can hover. Your Autocycle and its riders also cannot be targeted by opportunity attacks while moving.

Moreover, your Afterburn feature deals fire damage equal to 2d10 + your Intelligence modifier.



AUTOCYCLE

Medium Vehicle (200 lb.)

Creature Capacity 1 Medium creature

Cargo Capacity 50 lb.

Armor Class 13 + your Intelligence modifier

Hit Points 5 + five times your Artificer level

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	12 (+1)	0 (-5)	0 (-5)	0 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, poisoned, unconscious

Empowered Speed. The Autocycle gains additional speed equal to 5 times your Intelligence modifier.

Expert Handling. If you are mounted on the Autocycle, and not incapacitated, you add your PB to any ability check or saving throw the Autocycle is forced to make.

Inanimate. The Autocycle cannot use any of its actions or its movement on its own. A rider must be mounted on it to use its movement speed, and a rider must use its action to use one of the Autocycle's actions.

Jump. If the Autocycle moves at least 30 feet in a straight line, it can clear a distance of up to 60 feet when jumping over a chasm, ravine, or other gap.

Mechanical Momentum. If the Autocycle moves at least 20 ft. straight toward a creature and hits it with a Ram attack on the same turn, that target must succeed on a Strength saving throw or be knocked prone.

Prone Deficiency. If the Autocycle falls prone, it can't right itself and is incapacitated until a creature uses an action on its turn to stand the Autocycle upright.

Swerve. When the Autocycle is upright and is forced to make a Dexterity saving throw, its rider can use their reaction to grant it advantage on its saving throw.

Rider Actions

Ram. Melee Weapon Attack: +4 +PB to hit, reach 5 ft., 1 target. On hit, the attack deals bludgeoning damage equal to 1d10 + 4 + your Intelligence modifier.

