

WHEELWRIGHT

Wheelwrights are a curious subset of Savants obsessed with mechanical transportation. Excellent allies to have on a long journey, these mechanical minds are known for their signature Autocycles which they use for transport and combat.

STUDENT OF MECHANICS

3rd level Wheelwright Discipline feature

You gain proficiency with land vehicles and tinker's tools, and whenever you make a check with either of these proficiencies you gain a bonus to your roll equal to one roll of your Intellect Die. If you are already proficient with either set of tools you gain proficiency in another skill from the Savant skill list.

Moreover, you cannot be knocked from a vehicle or mount so long as you are conscious.

CLOCKWORK CYCLE

3rd level Wheelwright Discipline 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 below which uses your proficiency bonus (PB), Intelligence modifier (INT), and your Intellect save DC in several places.

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 Savant 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 with Autocycle, you can force it to make a Dexterity saving throw. On a failure, it takes fire damage equal to one roll of your Intellect Die + your Intelligence modifier.

IMPROVED AUTOCYCLE

5th-level Mechanic Specialization feature

You and your Autocycle operate as one. You gain the benefits listed below whenever riding your Autocycle:

- 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 you 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 two rolls of your Intellect Die + 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 Savant 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, it deals bludgeoning damage equal to one roll of your Intellect Die + 4 + your INT modifier.



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