

THE AERONAUT

N AERONAUT ARTIFICER IS AN ENGINEER OF the magical technology that powers and operates airships, powered weaponry, and other such devices. The power of your vehicle, it's mind, and your weapons, come from the semi-intelligent crystal that is the core of the vehicle, and is stored in your various items.

TOOLS OF THE TRADE

You gain proficiency with vehicles (air), jeweler's tools, and mechanic's tools, if you do not already have them. If you are already proficient with one of these tools, you can instead gain proficiency in a different type of vehicle, navigator's tools, or another artisan's tools.

AERONAUT SPELLS

Level 3 absorb elements, shield
level 5 misty step, scorching ray
level 9 haste, thunder step
Level 13 dimension door, freedom of movement
Level 17 far step, control winds

LIVING CRYSTAL CORE ENGINEER

At level 3, you gain the knowledge and resources to create your first crystal powered devices, and how to empower them with magical energy.

You have built your own Aether Resonance Crystal (ARC) weapon. You are proficient with crystal powered weapons including ship weapons, and can choose one ARC weapon as your personal ARC weapon. This weapon is tuned to your vehicle's core crystal, and ignores the normal recharging requirements of such weapons as a result.

When you are wielding a vehicle or magic weapon, including aether resonance crystal powered weapons, you can use intelligence instead of strength or dexterity for the attack and damage.

You can use a vehicle or powered weapon as a spellcasting focus.

Example Ballistic Laser-Accelerated Semi-Tesselated Energy Relay (BLASTER) weapons and other ARC weapons are given at the end of the document.

Additionally, you can build, repair, and break down, aether crystal powered devices in half the normal time, and at half the normal cost, so long as you have mechanics tools and jeweler's tools available.

AERONAUTICAL ENGINEERING

At level 3 when you choose this specialization, you can target a vehicle which you operate with spells that have

a range of self, as long as they are large or smaller.

Additionally, you have developed and can build a Dynamic Accelerated Aerolocation Machine (DAAM) vehicle.

If the mending spell is cast on it, it regains 2d6 hit points. If it has been destroyed within the last hour, you can use your mechanic's tools or jeweler's tools as an action to revive it, provided you are within 5 feet of it and you expend a spell slot of 1st level or higher. The DAAM vehicle returns to operation after 1 minute with all its hit points restored.

At the end of a long rest, you can create a new DAAM vehicle if you have mechanic's or jeweler's tools with you. If you already have a DAAM from this feature, the first one immediately deactivates.

The DAAM requires your actions or those of your familiar to operate. Your familiar and DAAM vehicle are treated as one creature when it pilots the vehicle. The familiar cannot use any of the vehicle attacks unless you spend a bonus action to command it to do so.

Unique Prototypes.

You learn to craft and install Device Modules. Your DAAM has 3 slots for modules. You learn how to craft 3 modules at level 3 and can have 3 modules active. At level 5 your number of modules known and active goes up by 1, and by 1 again at levels 11, and 17. If a module is listed as a familiar or weapon module, it is still installed in your DAAM vehicle, as it is where the power comes from for the module.

You can instal modules in different devices, if they have a module slot free and you do not exceed your active module limit.

DYNAMIC ACCELERATED AEROLOCUTION MACHINE

large vehicle

Crew Capacity 2

Cargo Capacity 300 pounds

Travel Pace 30mph base

Armor Class 10+PB

Hit Points 2 + your Intelligence modifier + five times your artificer level (d8 hit die)

Speed Fly 40ft (altitude limit 10ft) Roll Heat to increase speed for the turn by 10ft.

Heat Die d6, starts at 1

STR	DEX	CON	INT	WIS	CHA
14 (+1)	16 (+3)	15 (+2)	10	13 (+1)	8 (-1)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned, stunned, unconscious

Crystalline Intelligence

You can cast the *find familiar* spell as long as your DAAM vehicle is active, and use it to create a mechanical familiar with a crystal core that can be tuned to other core crystals. It follows the rules of the spell, except that you can create your familiar as part of a long rest without spending any material component cost, the familiar is a construct, and you must have or be within 5ft of a crystal tuned to the familiar, to communicate telepathically with the familiar. The familiar lives inside the vehicle when it is dormant, and its power fails if the vehicle is destroyed.

You can have a number of core crystals tuned to your familiar equal to your proficiency bonus, and tuning a new crystal requires 1 minute of concentration while within 5ft of the core crystal in question. When the familiar is within 5ft of a device it is tuned to, it can complete basic functions with that device without you using your actions to command it, and can help you operate such a device.

Fully Operational (requires level 5) The DAAM loses its altitude limit.

ACTIONS

Weaponized Abjurant Missile (WAM) ranged spell attack range 120/240 hit: 2d6 + your intelligence modifier.

Bilateral Accelerated Attack Maneuver (BAAM) must move at least 20ft, attack with the vehicle's repelling force, melee weapon attack, hit: 1d10 + your intelligence modifier and the target must save or be pushed 10ft.

BOOSTED GEAR

Starting at 5th level, you've learned to enhance your gear even more than before. You can cast spells with a range of self on a vehicle you operate as long as it is huge or smaller.

As a bonus action, you can empower any vehicle weapon or vehicle you are operating either the controls or power system of, causing it to gain one of the following benefits. You cannot do so again until you complete a long or short rest, or you spend a spell slot to activate the Boost.

- **Energy Weapons Boost** The next time you hit before the start of your next turn, you deal 1d10 extra force damage. If you spend a spell slot to activate this boost, you increase the bonus damage by 1d6 per the level of the spell slot used.
- **Engine Boost** You increase the speed of the vehicle by 10ft. If you spend a spell slot to do so, to add 10ft of extra movement per level of the spell slot used.
- **Arcane Shield Boost** You, or any vehicle you are operating the controls or engines of, gain 1d6 temporary hit points. If you spend a spell slot when you do so, you can add 1d6 additional temporary hit points per level of the slot spent.
- **Power Transferal Boost** Choose one ally you can see within 100ft. You can transfer the power of one of your Boosts to a vehicle or powered weapon or device controlled by that ally as an action.

GENIUS ENGINEER

At level 9, your engineering skill and knowledge have reached a peak few others have ever seen.

- Powered weapons and vehicle weapons you operate deal 1d10 extra force damage on a hit.
- You can draw power from your own inner reserves or from the vehicle itself, to cast a spell with a range of self on a vehicle of greater than huge size that you are operating. You can either pay the energy cost of doing so by gaining a level of exhaustion, giving the vehicle 2 levels of Heat, or by spending a spell slot that is 2 spell levels higher than the spell being cast, with no additional benefit from doing so.

Additionally, you gain 2 additional infusions, which must be used either on your DAAM, ARC BLASTER, or Crystal-Core Familiar, or a crystal core device to which your familiar is tuned. These are not modules, and do not take up module slots.

ACE PILOT

At level 15, you are more comfortable in the skies than on the ground, and it shows.

Any vehicle you pilot has a bonus to AC equal to your intelligence modifier, a bonus hit points equal to 5 times your intelligence modifier, and you can take the Dash and Dodge actions as bonus actions while piloting a vehicle.

PROTOTYPE DEVICE MODULES

Each device module is also a common magic item, qualifying it for selection as one of your infusions.

Automated Repair Protocols (*familiar, 3/long rest*) Your familiar can repair a vehicle for you as an action on it's turn. The familiar restores 2d8 + PB hit points to itself or to one construct or object within 5 feet of it.

Core Crystal Network (*core crystal, utility, requires level 5*) You fashion a number of secondary crystals tuned to your core crystal equal to your proficiency bonus + your intelligence modifier, and give them to creatures of your choice. While within 5 miles of your familiar or DAAM vehicle, whichever is currently active, you and your allies can communicate telepathically.

Dynamic Maneuverability. *(vehicle, movement, defense, requires level 7) * When the vehicle with this module is subjected to a dexterity saving throw, it takes no damage on a successful save, and half damage on a failed saving throw.

Enhanced Boost Capacitors (*vehicle, various, requires level 5*) You can store 1 Boosted Gear benefit in your DAAM's core crystal as part of a short or long rest. Doing so does not count against the limit for the use of Boosted Gear. You can also do so as a bonus action, but doing so requires that you make a Heat roll for the vehicle. You cannot have more Boosts stored than your proficiency bonus. When you use a Boost, you can also use your stored Boosts in place of or in addition to a spell slot, treated each stored Boost as a spell slot level for the purposes of determining the power of the Boosted effect, up to a limit of the equivalent of a level 5 spell slot.

Improved Focusing Crystals (*weapons, requires level 11*) Your AARC BLASTER weapons and vehicle weapons you operate gain bonus damage equal to your proficiency bonus on all attacks, and suffer no penalty for attacking at long range.

Irresponsibly Fast. (*vehicle, movement, requires level 5*) You add hyper-thrust impulse motors to the vehicle, which can be activated as a bonus action. For 1 minute, when you use the Dash action, your speed triples rather than doubling. If you or the DAAM take damage during this turn, you must make a dexterity saving throw (DC half the damage taken or 15, whichever is higher) or take 2d6 bludgeoning damage as you struggle to keep from losing control. Roll for Heat if you use this action again without spending 10 minutes letting the vehicle rest.

Nimble (*vehicle, movement, defense*) If you move at least half your speed during your turn, your AC gains a +1 bonus until the start of your next turn.

Secondary Turret. (*vehicle, weapons, requires level 5*) A co-pilot can control this turret. *ranged spell Attack:* vehicle bonus modifier to hit, range 120/240 ft., one target you can see. Hit: 1d8 + your intelligence modifier

force damage.

Secondary Engine Boosters *(vehicle, movement) *Your vehicle's base fly speed increases by 20ft, and it's dexterity score increases by 2.

Greater Engine Boosters (*vehicle, Movement, requires level 11*) This replaces Secondary Engine Boosters with an improved model. The vehicle's base fly speed increases by 30ft, and it's dexterity score increases by 4, rather than by 2.

Stable The vehicle's Heat Die increases, becoming 1d10.

ARC WEAPONS TABLE

ARC WEAPONS

Name	Cost	Damage	Weight	Properties	Range
<i>Melee ARC Weapons</i>					
ARC Foil	200 gp	2d8 energy	1 lb.	finesse, powered	
ARC Dagger-Caster	50 gp	2d4 energy	1 lb.	Finesse, light, blade-caster, powered	30/60 ft
ARC Spear	50 gp	2d6 energy	2 lb.	Thrown, powered	30/90 ft
ARC Greatsword	200 gp	3d6 energy	4 lb.	heavy, two-handed, powered	
ARC Glaive	200 gp	2d10	3 lb.	heavy, two-handed, reach, powered	
<i>Simple Ranged Weapons</i>					
ARC BLASTER Rifle	200 gp	2d8 energy	2 lb.	heavy, two-handed, powered	120/240 ft
ARC BLASTER Pistol	100 gp	2d6 energy	1,5 lb.	powered	90/180 ft
ARC Rifle, Hunting	200 gp	2d6 energy	3 lb.	two-handed, powered, aimed	160/300 ft

NEW WEAPON PROPERTIES

Powered

Powered weapons always use a d6 Heat Die unless noted otherwise, and can be pushed to flare with power, dealing an extra 1d10 damage. Doing so requires a Heat Roll. If you do so again before the end of your next turn, the heat die is rolled twice, and the lower result taken.

All ARC weapons use an aether-resonating focus crystal. Different types of crystals primarily change the damage type, but rarer crystals enhance the range, damage, or introduce new weapon properties. The common crystal based energy types are acid, cold, fire, thunder, and lightning. More rare and expensive crystals deal force damage, or have the ability to be phased between two or more different damage types as a bonus action.

Aimed

Aimed weapons allow the user to take a bonus action to ignore the disadvantage on attacks made at long range, and deal 1d10 extra damage on a critical hit.

Blade-Caster

Weapons with this property use a throwing snap motion to throw the hard-light blade without letting go of the handle, which immediately emits a new hard-light blade.

NEW WEAPONS

ARC Foil

This powered sword builds its own blade from hardlight, and often feature elaborate handles. The ARC focusing crystal must be finely crafted to emit the slender, light, but still quite durable, hard-light blade of this elegant weapon.

HEAT AND AETHER DEVICES

Powered devices general use a mechanic called Heat,

which is a measure of how hard you are pushing the system at a given time, and how badly the system needs you to chill out and let it rest. This is represented by a Heat Die. When you roll Heat, you roll the device's Heat Die. If the result is equal to or lower than your current Heat Level, your Heat Level increases by 1. If you roll higher, nothing happens.