

THE GEARSHIFTER

While some combatants will only use the most simple of weapons, Gearshifters will always tinker in pursuit of more. With a combination of engineering and martial prowess, these clockwork combatants are a near unmatched on the battlefields. Stories of their ingenious designs, often referred to as Gearshift Weapons spread around, but more keen-eyed observers might also notice the subtle mechanical implements these warriors place upon their own body in order to become stronger warriors.

GEARSHIFT WEAPON

When you choose this archetype, you gain access to your Gearshift Weapon. This counts as a magical weapon and its appearance can be determined by you. When you gain this feature, choose any two weapons. As a bonus action, the Gearshift Weapon can change into any of these weapons.

You can replace one of the integrated weapons by applying another non-magical weapon to your Gearshift Weapon as part of a long rest.

You may choose one additional weapon to add to your Gearshift Weapon at the 7th, 10th and 15th level.

TINKERER'S MIND

Also at 3rd level, you gain proficiency in tinker's tools, or another type of artisan's tools if you are already proficient with tinker's tools. Your proficiency bonus is doubled for checks made with these tools. While wielding tinker's tools or your Gearshift Weapon, you may also cast the *mending* or *shocking grasp* cantrips. Intelligence is your Spellcasting Modifier for these spells.

Additionally, you have advantage on all Intelligence (Arcana) and Intelligence (History) checks involving mechanical creations or constructs.

MECHANICAL PRECISION

Lastly, also at 3rd level, your strikes gain mechanical precision. At the start of your turn, you can choose to tap into your mechanical prowess. For the entire turn, your attacks cannot suffer from disadvantage and you gain a bonus to damage rolls made with your Gearshift Weapon equal to your Intelligence modifier (minimum of 1).

You can use this feature a number of times equal to the number of weapons integrated in your Gearshift Weapon (minimum of 2). Once all uses are expended you must complete a short or long rest before using it again.

MAGICAL GEARHULK

By 7th level, you have gained expertise over your Weaponry. You can integrate magical weapons into your Gearshift Weapon, replacing one of the original weapons chosen. In order to do so the magical weapon needs to be of the same type as one of your Gearshift integrated weapons. The Gearshift Weapon cannot have more magical weapons integrated than the number of weapon forms it has. The magical weapons still require attunement while they are part of your Gearshift Weapon. However, if you integrate multiple weapons that require attunement within the Gearshift weapon, they will only require one attunement slot together.



VOLTAGE REPULSOR

Beginning at 10th level, your clockwork arsenal allows you to respond with electrical attacks against those that harm you. You gain access to the following benefits:

- You gain resistance to lightning damage.
- You and may use the shocking grasp cantrip as a reaction to being hit with a melee weapon attack, if you do so, you can also move up to 10 feet as part of that reaction.
- After taking or dealing lightning damage, your next weapon attack deals an additional 1d8 force damage.

OVERSPARK EXPERIMENT

At 15th level, Using your tinker's tools or your Gearshift Weapon, you may cast the spell *polymorph* on one creature within range with your (spell save DC equal to 8 + your Intelligence modifier + your Proficiency modifier). The spell requires concentration and only lasts for 1 minute, but you cannot willingly chose to end concentration on it. You do not decide the form the creature takes. Instead, roll a d6. On a 1-3, they turn into a Tyrannosaurus Rex. On a 4-6, they turn into a badger.

Once you've used this feature, you must complete a short or long rest before using it again.

HIGHER GEAR

Once you reach the 18th level, you can push yourself into higher gear as an action, breaking past the limits of your normal body. For 1 minute, you gain the following effects:

- Your movement speed is doubled.
- You gain a +3 to your AC.
- You gain advantage on Dexterity, Constitution and Strength saving throws.
- Your weapon attacks deal an additional 2d8 force damage.
- At the start of each of your turns, you take 3d6 lightning damage (that ignores resistance).

The effect instantly ends if you fall unconscious or of if you choose to end it (no action required). Once you've used this feature, you must complete a long rest before you can use it again.

Art by Daniel Comerci