



ARTIFICER: AUTOLIMB ENGINEER (2024/5.5e)

From the alchemical laboratory of the potion brewer to the arcane forge of the master blacksmith, all artificers eventually find themselves with too few hands to perform a task. Autolimb Engineers, in the spirit of invention, dedicate themselves to solving this issue by creating additional limbs and extremities to suit their needs. In doing so, they also become experts at creating prosthetics that function as well as, if not better than, the limb being replaced.

In many cases, an Autolimb Engineer simply creates these limbs as a means to an end; a way to speed up research or handle dangerous materials from a distance. However, for other artificers of this order, the limbs are themselves an end, a detailed study in how to replicate or even perfect the humanoid body.

Autolimb Engineer Features

Artificer Level	Feature
3rd	Applied Prosthesis, Autolimb Engineer Spells, Extraneous Arms
5th	Autolimb Enhancement
9th	Autonomous Appendages
15th	Perfected Modes

LEVEL 3: APPLIED PROSTHESIS

You gain proficiency in the **Medicine** skill. If you already have this proficiency, you gain proficiency in one other skill of your choice. You also gain proficiency with one of the following tools of your choice: **Jeweler's Tools**, **Smith's Tools**, or **Woodcarver's Tools**.

When you craft a **Prosthetic Limb**, it takes you a quarter of the normal time, and it costs you half as much of the usual gold.



LEVEL 3: AUTOLIMB ENGINEER SPELLS

You always have certain spells prepared after you reach the levels listed in the Autolimb Engineer spells table. These spells count as Artificer spells for you, but they don't count against the number of spells you prepare.

Autolimb Engineer Spells

Artificer Level	Spells
3rd	<i>Entangle, Unseen Servant</i>
5th	<i>Forceful Disarm*</i> , <i>Hold Person</i>
9th	<i>Conjure Barrage, Fly</i>
13th	<i>Evard's Black Tentacles, Fabricate</i>
17th	<i>Bigby's Hand, Hold Monster</i>

Level 3: EXTRANEIOUS ARMS

Your tinkering has yielded a pair of Extraneous Arms. As a Bonus Action, you can extend these Arms. You gain the following benefits while the Arms are extended:

- You can use the Arms to manipulate an object, open or close a door or container, or pick up or set down a Tiny object within 15 feet of you.

- You can use your Intelligence modifier in place of your Strength modifier when making Strength checks and Strength saving throws.
- You can use the Arms to make **Unarmed Strikes**. When you make an Unarmed Strike in this way, your reach is 10 feet greater than normal, and you can roll 1d6 in place of the normal damage of your Unarmed Strike, and you use your Intelligence modifier instead of your Strength modifier for the attack and damage rolls. When you use the Grapple or Shove option of your Unarmed Strike, the save DC equals your spell save DC.

As a bonus action on subsequent turns, you can retract the Arms. While the Arms are retracted, they cannot be perceived by a creature unless that creature succeeds on an Intelligence (**Investigation**) check against your Spell Save DC.



CRAFTING YOUR ARMS

You create your Extraneous Arms using tinker's tools or one type of artisan's tools that you are proficient with. Make sure to describe what these arms look like for the rest of your table! You could use smith's tools to create arms inspired by Marvel Comics' Doctor Octopus, or you could use alchemist's supplies to inject yourself with a serum that lets you grow prehensile tentacles from your back. Maybe you combine the power of your tinker's tools and weaver's tools to make arms reminiscent of the Beldam from *Coraline*. Your only limit is your imagination, so feel free to get creative!

LEVEL 5: AUTOLIMB ENHANCEMENT

The number of additional arms you gain when you extend your Extraneous Arms increases from two to four. Whenever you finish a **Short** or **Long Rest**, you can choose one of the following modes for your Extraneous Arms. The benefits of the chosen mode last until you die or until you select a different mode with this feature at the end of a short or long rest.

Assist Mode. Whenever you cast an Artificer spell that has a range of Touch while your Extraneous Arms are extended, you can deliver that spell through your Arms. As a Bonus Action while your Arms are extended, you can

take the **Utilize** action, or you can gain **Advantage** on one ability check you make before the end of the current turn that uses your proficiency with a skill or tool that you are proficient in.

Crawler Mode. While your Extraneous Arms are extended, your Speed increases by 10 feet, and you gain a climbing speed equal to your speed. As a Bonus Action while your Arms are extended, or as part of the bonus action you take to extend your Arms, you can cause the Arms to lift you into the air. When you do so, you rise vertically up to 15 feet, and you are held aloft until you expend 5 feet of movement to return to the ground. While you are held aloft in this way, you can move as though you occupied the space on the ground directly below you.

Striker Mode. The damage of **Unarmed Strikes** made with your Extraneous Arms increases to 1d10, and you can make one Unarmed Strike as a Bonus Action on each of your turns while your Arms are extended. When you cast an Artificer spell of 1st level or higher as an action or bonus action, you can make one Unarmed



Strike as part of that action or bonus action.

LEVEL 9: AUTONOMOUS APPENDAGES

You are so in tune with your Extraneous Arms that they can act of their own accord while you are otherwise occupied. If you gain the **Paralyzed** or **Unconscious** condition while your Arms are extended, your Speed is halved rather than being reduced to 0. Additionally, being **Incapacitated** does not prevent you from taking the **Disengage**, **Help**, or **Utilize** action, although it still prevents you from taking any other actions, including Bonus Actions.

Level 15: PERFECTED MODES

Your Extraneous Arms gain additional benefits based on their current mode, as shown below.

Assist Mode. When you cast an Artificer spell that has a range of Touch through your Extraneous Arms, you can give the target of that spell the **Help** action as part of the same action, and if the target is willing, you can move it up to 15 feet.

Crawler Mode. While you are held aloft by your Extraneous Arms, you have **Advantage** on Dexterity saving throws, and you can take a Reaction to move up to half your Speed without provoking **Opportunity Attacks** immediately after you are hit with an attack roll.

Striker Mode. You can make two **Unarmed Strikes** as a Bonus Action on each of your turns while your Arms are extended.

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FORCEFUL DISARM

Level 2 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Instantaneous

One creature you touch must make a Strength saving throw. On a failed save, the target takes 3d8 Force damage, and you choose one object that it is holding. The target drops the chosen object, which lands in an unoccupied space of your choice within 30 feet of the target that is not behind total cover. On a successful save, the target takes half as much damage and suffers none of the spell's other effects.

Using a Higher Level Spell Slot. The damage increases by 1d8 for each spell slot level above 2.