

SURREM

Constructed Artificer 4

Scrap Crafter

AGE 376 HEIGHT 3 feet 10 inches

WEIGHT 200 pounds SIZE Small

CULTURE Warhordling



Armor Class 16

Leather brigandine

STR 8 (-1)

SAVE

-1

DEX 15 (+2)

SAVE

+2

CON 15 (+2)

SAVE

+4

INT 18 (+4)

SAVE

+6

WIS 8 (-1)

SAVE

-1

CHA 10 (+0)

SAVE

+0

PROFICIENCIES & LANGUAGES

Proficiency Bonus +2; **Maneuver DC** 12

Saving Throws Constitution, Intelligence

Skills Arcana, Athletics (*jumping* +1d4), Deception, Engineering (*explosives* +1d6, *gadgetry* +1d6, *mechanical traps* +1d6; +1d4), Insight, Intimidation, Investigation (*forensics* +1d4), Nature (*weather* +1d4), Perception (*farsight* +1d4)

Passive Perception 11; **Passive Insight** 9

Armor Light armor, medium armor, shields

Weapons Simple weapons, assassin's gauntlet, darts, geared slingshots, hand crossbows, heavy crossbows, light crossbows, light hammers, scimitar, shortbow throwing daggers

Tools Navigator's tools, smith's tools (+1d4), thieves' tools, tinker's tools, water vehicles

Damage Resistances Lightning, poison

Languages Common, Gnomish

ARCHETYPE: SCRAP CRAFTER

A Scrap Crafter can see the machine waiting to be created within a pile of junk and gleans possibilities from the humblest of tools.

Hit Points

15

Hit Dice

4 (1d8+2)

Speed

25 ft.

STARTING EQUIPMENT

Acid (vial), burglar's pack, caltrops (bag of 20), common clothes, lock, navigator's tools, smith's tools, steel mirror, thieves' tools, tinker's tools, 5 flasks of ancient whiskey (which he uses as Supply), 50 feet of hempen rope, 219 gold.

BACKGROUND: SAILOR

Connection Admiral Linley Sweetleaf, a naval captain who won't rest until Surrem is caught.

Memento A half-finished manuscript outlining an untested theory about how to rerig a ship to maximize speed.

Sea Salt. Surrem's nautical jargon and rolling gait mark him unmistakably as a mariner. He can easily enter into shop talk with any sailors that are not hostile to him, learning nautical gossip and ships' comings and goings. Surrem also recognizes most large ships by sight and by name, and can make a Culture or History check to recall their most recent captain and allegiance.

DESTINY: EXCELLENCE

Surrem lost a great deal from his transformation into a constructed, and now he strives to reclaim his plane-spanning reputation as an explorer and daring marauder of unmatched skill, courage, and cunning.

Source of Inspiration

Failure. Surrem gains inspiration whenever the Narrator calls for him to make an ability check, attack roll, or saving throw and the final result of the d20 roll is a natural 1.

Inspiration Feature

B Practiced Edge. A perfected technique is often the difference between victory and defeat. After Surrem rolls an ability check, attack roll, or saving throw but before he knows the outcome, he may spend inspiration to add a +5 bonus to that roll.

Fulfillment Feature

A Technique Perfected. You have achieved the apex in at least some small area of mortal ability. Choose an ability score, combat tradition, or school of magic.

- **Ability Score:** When you make an ability check using the chosen ability score and can add your proficiency bonus, you gain an expertise die.
- **Combat Tradition:** Attacks you make using combat maneuvers from this tradition gain a +2 bonus to attack and damage rolls.
- **School of Magic:** When you cast a spell from this school of magic, your spell save DC is treated as 2 higher and you gain a +2 bonus on any spell attack roll it requires.

CURRENT HIT POINTS

Hit Dice	Maximum Hit Points
Total _____	

INITIATIVE

Ability or Skill Check

TREASURE

RESISTANCES & IMMUNITIES

TEMPORARY HIT POINTS

SUPPLY

Max Carried **8**

C.P.

S.P.

E.P.

G.P.

P.P.

DEATH SAVES

Successes

Failures

Fatigue

Strife

ARTIFICIAL SPELLCASTING

CASTER LEVEL 4

SPELLCASTING ABILITY Intelligence

SPELL SAVE DC 14

SPELL ATTACKS +6

Surrem is a 4th level spellcaster that casts spells using his spell inventions. He prepares one spell invention for each prepared spell. Surrem may freely draw a spell invention from his inventory as part of the same action used to cast a spell through it, and may also freely stow any spell inventions he was already wielding using that same action.

Surrem determines the exact form a spell invention takes but it weighs 1 pound per spell level, is no longer than 1 foot in any dimension, and it must be wielded in at least one hand to be used (treat cantrips as 1st-level spells). A spell invention has AC 14 and 8 hit points. Surrem can fully repair his spell inventions whenever he finishes a long rest so long as he has access to his tools of artifice (smith's tools or an infused item).

Fizzle Die. After Surrem casts a spell of 1st-level or higher using a spell invention and does not do so as a ritual, he must roll a 1d4 fizzle die. If the result is less than or equal to the spell slot level used to cast the spell, his spell invention burns out, runs out of power, or otherwise malfunctions and cannot be used again until repaired.

Infusions (3/Long Rest). If Surrem has the schematic for a magic item, he can use an action to infuse it, turning a mundane item into the magic item from the schematic.

An infusion only works on mundane items specific to the type of magic item. The Narrator determines whether or not an item is suitable for an infusion.

If an infused item requires attunement, Surrem can attune himself or another willing creature to it when he infuses the item. Attuning to the item later requires the normal process for attunement.

Any infusions Surrem imbue vanish after you finish a long rest, but they can remain imbued indefinitely if he commits to regular upkeep. Whenever he finishes a long rest Surrem can maintain any infused items he has access to by expending one infusion use for each. Any infusions he fails to maintain vanish and revert to mundane items.

SCRAP MODIFICATIONS

Whenever Surrem creates or replaces a spell invention for a spell of 1st-level or higher, he can craft it using a scrap modification.

An Extra Doobickey. If Surrem would roll a number of dice while resolving spells cast through spell inventions with this scrap modification, roll 1 more of those dice and add it to the result. He can only increase 1 die roll in this way, and if the spell calls for multiple instances of rolling Surrem may choose which one to increase.

Arcane Rifling Tube. Spells cast using a spell invention with this scrap modification have their range increased by 1 step (short increases to medium, medium increases to long). Long range spells have their range increased by 30 feet. This scrap modification has no effect on spells with a range of Self or Touch.

Big Ticking Timer. When Surrem begins casting a spell through a spell invention with this scrap modification, choose the targets or area of effect as though he were casting it. However, the spell is delayed and will actually be cast at the beginning of Surrem's turn 1d4 rounds from now. The spell retains its original targets and area of effect, but does not require him to be in contact with the spell invention to cast. If the original targets are no longer within range or are otherwise invalid targets by the time the spell is cast, the spell fails. Regardless of the spell's success, roll the fizzle die as normal.

CANTRIPS

A Fire Bolt (V, S). Surrem casts a streak of flame at a target within 120 feet. Make a ranged spell attack. On a hit, he deals 1d10 fire damage. An unattended flammable object is ignited.

A Mage Hand (V, S). A faintly shimmering phantasmal hand appears at a point of Surrem's choosing within 30 feet. It remains until he dismiss it as an action, or until he moves more than 30 feet from it.

Surrem can use an action to control the hand and direct it to do any of the following:

- manipulate an object.
- open an unlocked container or door.
- stow or retrieve items from unlocked containers.

The hand cannot attack, use magic items, or carry more than 10 pounds.

A Shocking Grasp (V, S). Electricity arcs from Surrem's fingertips to shock the target. Make a melee spell attack (with advantage if the target is wearing metal armor). On a hit, Surrem deals 1d8 lightning damage, and the target can't take reactions until the start of its next turn as the electricity courses through its body.

1ST-LEVEL (3 SLOTS)

A Cure Wounds (V, S). Surrem touches a willing living creature, restoring 1d8+4 hit points to it.

A Burning Hands (V, S). Each creature in a 15-foot cone makes a DC 14 Dexterity saving throw, taking 10 (3d6) fire damage on a failure or half damage on a success.

A Grease (V, S, M). Grease erupts from a point that Surrem can see within 60 feet and coats the ground in the target area, turning it into difficult terrain for 1 minute. When the grease appears, each creature within the area makes a DC 14 Dexterity saving throw or falls prone. A creature that enters or ends its turn in the area makes a DC 14 Dexterity saving throw or falls prone.

A Thunderwave (S). Thunder rolls from Surrem in a 15-foot cube. Each creature in the area makes a DC 14 Constitution saving throw. On a failure, a creature takes 2d8 thunder damage and is pushed 10 feet from Surrem. On a success, a creature takes half damage and is not pushed.

Big Widgets. Surrem's spell save DC is increased by 1 when using a spell invention with this scrap modification.

Convertization Whatchamacallit. When Surrem makes this scrap modification, choose a damage type. Any damaging spells cast through the modified spell invention deal damage of the chosen type.

Exhaust Jet. Whenever Surrem casts a spell using a spell invention with this scrap modification he is pushed 10 feet in any direction of your choice.

Extendo-Arm. Spells Surrem casts with a spell invention with this scrap modification that have a range of Touch instead have a range of 10 feet.

Face Shield. Whenever Surrem casts a spell using a spell invention with this scrap modification, his AC increases by 1 until the spell invention fizzles out, and he gains an expertise die to Dexterity saving throws made to avoid damage from a failed fizzle die roll with this spell invention.

More Power! Spells Surrem casts using spell inventions with this scrap modification are always cast at 1 level above his current maximum spell level. When he rolls the fizzle die for spells cast in this way, reduce the total by 1 (in addition to the normal reduction from using a scrap modification).

Sparky Coil Thingies. Whenever Surrem casts a spell using a spell invention with this scrap modification, he and any other creatures within 5 feet make a Dexterity saving throw or take 1d4 lightning damage × the spell's level.

ATTACKS

Attack	Action	To Hit	Range	Target	Damage
Assassin's Gauntlet	A	+4	reach 5 ft	one target	1d4+2 piercing
Fire Bolt	A	+6	range 120 ft.	one target	1d10 fire
Shortbow	A	+4	range 80/320 ft.	one target	1d6+2 piercing
Scimitar	A	+4	reach 5 ft	one target	1d6+2 slashing
<i>Shocking Grasp</i>	A	+6*	reach 5 ft	one target	1d8 lightning**
*Surrem gains advantage on the attack if the target is wearing armor made of metal.		**A damaged target can't take reactions until the start of its next turn.			
Throwing Dagger (2)	A	+4	range 30/80 ft.	one target	1d4+2 piercing

SPECIAL COMBAT FEATURES

B Aggressive. Surrem moves up to his Speed towards an enemy that he can see or hear.

B Service Augment: Anticipatory Nimbleness. Surrem can move through the space of any creature that is of a size larger than his.

Service Augment: Self-Defense. Surrem has an assassin's gauntlet built into his wrist and is proficient with the weapon. A creature observing Surrem's wrist only realizes that it conceals a weapon with a DC 15 Investigation check (made with disadvantage if the weapon is being worn at the time and not deployed).

Once deployed, a bonus action is required to resheathe the blade. Surrem gains an expertise die on his attack roll when he deploys this weapon as part of an attack against a target that is unaware he has it.

B Tactical Chemistry (2/Short Rest). Surrem creates one of the following items: acid (vial), alchemist's fire, black powder charge, ether (flask), flash bomb, oil (1 pint flask), paint pot, poison (basic), smoke bomb, tanglefoot bag, torch, torch (alchemical). Items made in this way are extremely unstable and must be used immediately. If an item Surrem created in this way is not used (activated, lit, thrown, or applied as appropriate to the item) by the end of his next turn it dissolves into useless sludge.

SPECIAL ITEMS

Hat of Disguise. While wearing this hat, Surrem can use an action to cast disguise self at will. The spell ends if the hat is removed.

Potion of Healing. Drinking this swirling red liquid restores 2d4+2 hit points.

Wand of the Scribe. While Surrem is attuned to the wand, he can write on parchment and similar surfaces that would hold ink as though using an ordinary quill. The wand never runs out of ink when used this way.

The wand has 1d6 charges and regains 3 charges each dawn. Surrem can expend 1 charge from the wand to cast illusory script. He can also expend 1 charge from the wand to create a copy of any mundane document without requiring a forgery kit, substituting an Arcana check for any ability check he would normally make. Surrem can expend 2 charges from the wand to transcribe 1 minute of conversation that he can hear. He does not need to understand the language being spoken, and can choose to write it in any language that he knows. If Surrem expends the wand's last charge, roll a d20. On a result of 5 or less, the wand bursts causing ink to stain his hand and the front of any clothing he is wearing as the enchanted trinket breaks apart.

EXPLORATION

Constructed Nature. Surrem doesn't require air.

Field Discovery: Reengineering Nature. Surrem may use Engineering in place of Survival when setting up camp or performing the Gather Components journey activity. In addition, he may use the material components gained from the Gather Components journey activity for his spell inventions and other artificer features that require material components.

Field Discovery: Strategic Dismantling. If Surrem triggers a trap while attempting to disarm it he gains advantage on any saving throws made to avoid it.

Mechanical Lift. Surrem counts as one size larger when determining his carrying capacity and he can carry a number of additional bulky items equal to his proficiency bonus.

Mechanical Metabolism (Liquid). Sources of nonmagical healing other than taking a rest have no effect. Magical healing only restores half as many hit points as normal unless Surrem is also repaired in the same round (with an Engineering check, the mending cantrip, or similar).

In addition, Surrem doesn't require Supply; instead he relies on alcohol to refuel. Every 24 hours without consuming a flask of alcohol he suffers a level of fatigue and strife as his inner machinations begin to decay.

Omnitools. Surrem can use his smith's tools or any infused item as if they were any kind of artisan's tools or miscellaneous tool kit. This feature does not grant him proficiency in those tool kits but he can make ability checks as if he had those tools.

Planar Energy: Earth. The planar energy contained within Surrem allows him to forgo sleep. When he takes a long rest, he spends 4 hours in a state of inactivity (instead of sleeping for 6 hours). While powered down in this way, he suffers no penalty to passive Perception. A long rest remains 8 hours for Surrem as normal, and the remainder of the time must be filled only with light activity.

Scrap Inventions. Surrem can create or replace new spell inventions at the cost of 1 silver worth of materials (instead of 1 gold). In addition, he can change his list of prepared spells and replace or create a single spell invention at the end of a short rest, and use scrap modifications on spell inventions for spells of 1st-level or higher.

Whenever Surrem casts a spell using a spell invention with a scrap modification, reduce the fizzle die result by 1. In addition, scrap modified spell inventions do not merely fizzle out, they explode spectacularly. Whenever a scrap modified spell invention fizzles out, any creature within 10 feet of it makes a Dexterity saving throw. On a failed save, creatures take an amount of damage equal to 1d6 × the spell's level from whatever damage type the spell invention would normally deal, or half as much damage on a success. Spell inventions that would not normally deal damage deal force damage instead.

Schematics. Surrem has schematics for the *legerdemain gloves*, and *wand of the scribe*. These form his schematic book, and any future schematics he gains are added to it.

When Surrem has the schematics for a magic item he gains advantage on crafting checks to make it and the time required for crafting it is halved.

War Horde Weapon Training. Surrem is proficient with scimitars and shortbows. He can create a ramshackle version of any simple weapon (except crossbows) with 10 minutes of work if he has access to simple materials such as common household items, the rusted scraps found among battlefields, or the bounty of the forest. Ramshackle weapons created in this way function identically to their normal counterparts, except their gold value is always 0 and they break on a critical failure.

Wartime Scrounger (1/Long Rest). Surrem can spend 4 hours of time to locate Supply for himself and one other creature while traveling through urban environments, warzones, and battlefields.