
Depending on your campaign, an Artificer could be...

- Party Role:** Wildcard/Backer. Because of the large spectrum of magic and non-magic items you may use, you can fit mostly any role amongst the party. Indeed, you're at your best with allies by your side, who will take advantage of your many talents.

Requirements: *Sorcery* campaign quality

Wisdom

Class Skills: Crafting, Disguise, Haggle, Impress, Investigation, Medicine, Notice, Prestidigitation, Resolve, and Search

Vitality: 9 + Con mod per Level

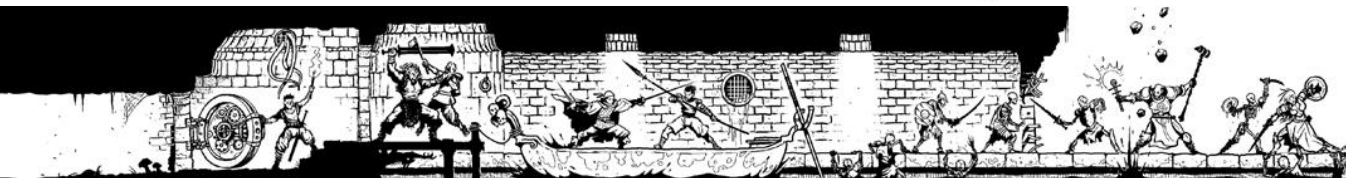
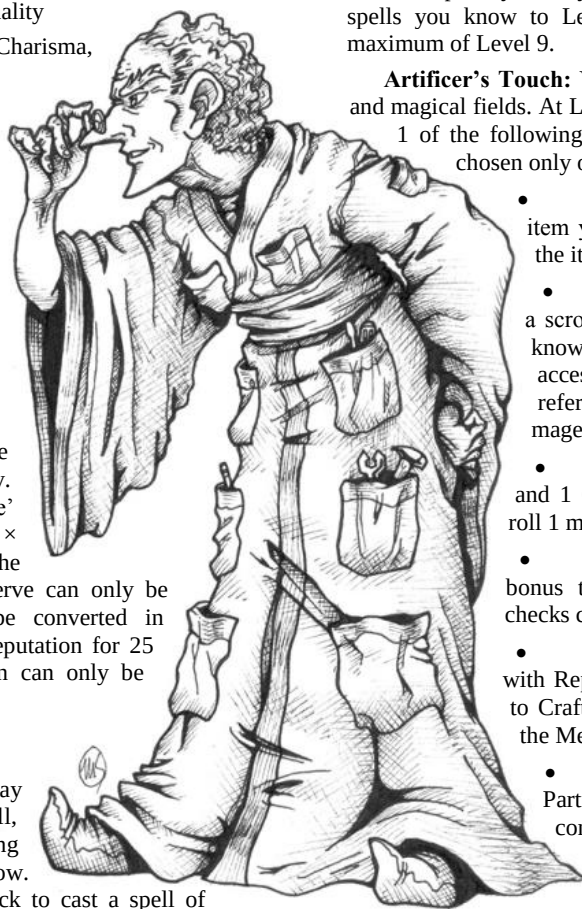
Starting Proficiencies: 4

Craft Reserve: You always have time and money for your favorite hobby. You benefit from a 'craft reserve' equivalent to your Intelligence modifier $\times$ your Class Level $\times$ 5 silver at the beginning of each adventure. This reserve can only be invested into crafting. It can also be converted in Reputation at the ratio of 1 point of Reputation for 25 silver (rounded down). This Reputation can only be invested into magic items crafting.

Path of Creation: At Level 1, you may purchase ranks in the Spellcasting skill, learn Artifice, Conversion, and Warding spells, and cast Level 0 spells you know. Also, when you fail a Spellcasting check to cast a spell of

Artificer's Touch: Your mastery extends to various technical and magical fields. At Levels 6, 9, 12, 15, and 18, you may choose 1 of the following abilities. Each of these abilities may be chosen only once.

- *Artisan Bonus:* When you use a magic item you've built yourself, the Caster Level of the item rises by 2.
- *Arcane Experiment:* When you scribe a scroll, you're no longer limited to spells you know. You may scribe any spell that you have access to at the time of scribing (By referencing a spell book, verbally from another mage, etc.).
- *Arcane Library:* You learn 1 Essence and 1 Charm of your choice and you randomly roll 1 more of each.
- *Artificer Knowledge:* You get a +4 bonus to Identification checks and Knowledge checks concerning objects (magical or not).
- *Elbow Grease:* You gain a +4 bonus with Repair checks. (Note this bonus also applies to Crafting checks made to fix a construct using the Medicine rules.)
- *Homunculus:* You gain the Animal Partner feat. This animal partner must take the construct Type, and Your Gear feats count as Terrain feats when determining your companion's XP value.



ARTIFICER

(BASE CLASS)



Table X.X: Artificer

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	SP	Abilities
1	+0	+0	+0	+2	+1	+0	+1	+1	1	<i>Craft reserve</i> , path of creation
2	+1	+0	+0	+3	+1	+0	+2	+2	2	Genius tinker (<i>Crafting</i>)
3	+2	+1	+1	+3	+2	+1	+2	+3	3	Bonus feat
4	+3	+1	+1	+4	+2	+1	+2	+3	4	Circle of power
5	+3	+1	+1	+4	+3	+1	+3	+4	5	Bonus feat
6	+4	+2	+2	+5	+4	+2	+3	+5	6	Artificer's touch
7	+5	+2	+2	+5	+4	+2	+4	+6	7	Bonus feat
8	+6	+2	+2	+6	+5	+2	+4	+6	8	Circle of power
9	+6	+3	+3	+6	+5	+3	+4	+7	9	Artificer's touch, bonus feat
10	+7	+3	+3	+7	+6	+3	+5	+8	10	Attune magic item I
11	+8	+3	+3	+7	+7	+3	+5	+9	11	Genius tinker (<i>Prestidigitation</i>), bonus feat
12	+9	+4	+4	+8	+7	+4	+6	+9	12	Artificer's touch, circle of power
13	+9	+4	+4	+8	+8	+4	+6	+10	13	Bonus feat
14	+10	+4	+4	+9	+8	+4	+6	+11	14	Manipulate the form...
15	+11	+5	+5	+9	+9	+5	+7	+12	15	Artificer's touch, bonus feat
16	+12	+5	+5	+10	+10	+5	+7	+12	16	Circle of power
17	+12	+5	+5	+10	+10	+5	+8	+13	17	Bonus feat
18	+13	+6	+6	+11	+11	+6	+8	+14	18	Artificer's touch
19	+14	+6	+6	+11	+11	+6	+8	+15	19	Genius tinker (<i>Investigation</i>), Bonus feat
20	+15	+6	+6	+12	+12	+6	+9	+15	20	Attune magic item II , circle of power

- **Goldsmith:** When you craft an item with the masterwork or the superior materials upgrades, treat this upgrade as costing half of its normal cost. (+200% for masterwork and +25% for superior materials).
- **Improvised Toolbox:** Choose 1 kit (see page 159, *Fantasy Craft*). You're always considered to have this kit when making an associated skill check.
- **Know and Knowhow:** Choose one: Crafting, Disguise, Haggle, Impress, Intimidation, Medicine, Notice, Prestidigitation, Resolve, or Search. Taking 10 with this skill doesn't take twice as long and taking 20 takes only 10 times as long.
- **Museum of the Strange:** You collect all sorts of magical artifacts. Your maximum Prizes increase by 2.

Attune Magic Item I: Not only are you gifted, but you're also fast as lightning. At Level 10, when you create a magic item, you produce twice the value that the amount of Reputation used would normally grant and you can reduce crafting time by one step (years to months, months to weeks, weeks to days, days to hours, and hours to minutes).

Attune Magic Item II: At Level 20, you produce three times the value that the amount of Reputation used would normally grant and can reduction crafting time by one more step (for a total of two).

Manipulate the Form: Your perfect mastery of magic makes substances obey your every wish. At Level 14, once per scene with a full action, you can modify the very structure of an immobile item you touch whose Size is no greater than Gargantuan. You can shapechange it into any other non-magical item of the same size category or up to one category smaller. If the original item was magic, it retains all its properties if they are compatible with its new form. The item returns to its normal state at the end of the scene.

NEW CROSS-TRAINING ABILITIES

The following class abilities are available to any class with the *cross-training* class ability.

- *Path of Creation; Genius Tinker (Crafting); Bonus Feat*

NPC CLASS ABILITIES

The following new class abilities from the Artificer base class are available to NPCs using the class ability NPC quality (see *Fantasy Craft*, page 231).

Table X.X: NPC Class Abilities

Class Ability	XP Value
Arcane Library	2
Artificer Knowledge	2
Artisan Bonus	3
Attune Magic Item	3 per grade
Elbow Grease	1
Genius Tinker	2 per grade
Improvised Toolbox	1
Manipulate the Form	10

Class design by Aegis & Ozcorn
Art by artistmeli-douhnp of deviantART.

