

PF1

MASTER CLASS:

ARTIFICER



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MASTER CLASS: ARTIFICER

An artificer is a master crafter, creator, and manipulator of both the most current developments of engineering and forgotten techniques lost in the fall of ancient civilizations. Many artificers explore how magic and engineering mix, developing complex powers of item imbue and mastering crafting- and mechanics-related spells. Others eschew magic as a cheap trick that ignores the brilliance of pure engineering and crafting, or focus on alchemy and spagyric devices, or train to get more out of their tools and magical or powered devices, or kitbash and jury-rig what they need when they need it. Of course whatever direction an artificer takes when they first start, most branch out into a few different fields of crafting as they grow, learn, and experiment.

ARTIFICERS IN YOUR CAMPAIGN

There are a lot of different ways you can add artificers to your campaign, ranging from just making them a choice that is no different from (and no less common than) fighters and rogues, to allowing just a single artificer PC or NPC to represent a special Da Vinci-like genius who can accomplish things no one else can (while still being balanced with other classes in total effectiveness). There are pros and cons to each approach, discussed below.

A DIME A DOZEN

This is usually the default assumption when a campaign adds a class. There are no special requirements or limitations, and as a result it's fair to assume that the class is no more or less common than any other. There are absolutely advantages to this method, not the least of which are that it's simple and doesn't require any extra work. The only real drawback is that if a noteworthy percentage of the population are artificers, it may seem odd that the campaign's general level of craft and technology isn't higher (and constantly improving). On the other hand, most campaigns don't place any special restrictions on spellcasters, and rarely account for an ever-growing level of magical proficiency and competence in their socio-economic designs, so for most groups this likely isn't a major issue.

RARE AS NPCs, UNRESTRICTED AS PCs

This scheme works on the assumption that while any PC can take levels in artificer as desired, they are fairly uncommon among NPCs. Without being explicit about it, this assumption is actually often already in place in campaigns when discussing spellcasters—groups of skilled combatants as guards and mercenaries are generally presented as more common, and with larger memberships, than similar groups of spells-for-hire or sergeants-at-arcana. As with spellcasters, their overall rarity may be a result of natural aptitude (artificers may simply require a kind of spark of genius not everyone has, just as some campaign settings assume spellcasting requires some mote of innate eldritch potential), or could be more about the training needed to take the role being extensive, time-consuming, and difficult to arrange for (in which case PCs are just assumed to have done so before the campaign begins).

This has the advantage of helping to make artificers characters feel rare and special, and minimize the assumption hordes of them they should be impacting the campaign's infrastructure. It has the drawback of often seeming fairly ad hoc, and possibly creating some weird results if other PCs later decide to pick up some artificer abilities through multiclassing, without ever having shown any sign of a special genius or having taken years to acquire special training.

TIED TO A CAMPAIGN ELEMENT

This is similar to being rare as npcs, except the rarity is specifically connected to some specific element within the campaign, For example artificers might only be common among dwarves, or only found in the Verresh Imperium, or normally only be taught in the religious academies of Kytbahz the Crafter God. This can be a great way to add some flavor to both the campaign element in question, and to the artificer class. And since there's a cultural or other rational reason for their numbers to be limited and tied to a background, players can play with those elements when designing a character history.

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If artificers are mostly a dwarven tradition, all a player has to do when wishing to play a human artificer is find some reason they are an exception to that general rule. Perhaps their godmother was a dwarven artificer, or their parents were ambassadors to a dwarven CraftLord, and they were raised and taught with dwarven youth. Lots of players do great jobs being creative with this kind of thing, and it can result in characters with built-in ties to a campaign world.

You can get much more creative with classes tied to campaign elements that just linking them to a culture or deity. Perhaps a spaceship crashed into a time-travelling wizard's flying castle, and those within 5 miles of the explosion were all changed in a way that turned their children into artificers. Maybe fairy godparents choose to bless specific apprentices with the great destiny of being an artificer. Maybe when a computer golem explodes, tiny pieces of its cognition gears can get stuck in the food chain, and a small percentage of people who eat the cheese from a nearby farm end up developing the talents of an artificer.

The main drawback of doing things this way is that it's more work, and it can be frustrating for players who want an artificer with a very different flavor. Of course not every character concept is appropriate for every campaign, but limiting player options can lead to dissatisfaction if the limitations seem capricious or unnecessary. In most cases, campaigns assume the core classes are universal rather than saying all rangers come from Rangeria, and players may feel locking down artificers to a tight range of background elements is needlessly restrictive.

THE CHOSEN FEW

This approach limits the number of artificers even more severely than just tying them to a campaign element, and sets the class as something totally apart, which only a very few (or possibly only one) character can use. This can be as simple as deciding the artificer is built on a tight set of specific methods of approaching crafting, which just one artificer PC has learned, or that a single master artificer created



and their 7 apprentices are the only ones left who know the secret.

This has all the drawbacks of being tied to a campaign element, and also adds a good deal of narrative focus on any PC that is allowed to be one of the chosen few who are artificers. That can be very appealing to some players, but it can also risk taking the same amount of focus away from other players, which is obviously less fun for them. It also immediately brings up a number of questions—can the PC artificer teach other people? If not, why not? Can any other player multiclass into artificer, or is it limited to just one player, and if so, does that make that one player more important?

This is the sort of thing that works very well for the right group, and can be disastrous for others. If you like this idea as a GM, it's worth bringing it up to players when discussing the campaign, and seeing how they feel about it.

Role: Artificers are able to support numerous roles, and take back-up roles when a primary role-filler is unavailable. An artificer can focus on being a frontline combatant, or skilled problem-solver, but most end up serving more as generalists. An artificer who has time to plan (and craft) to deal with a situation is much more able to adapt to it, though as they grow more powerful, artificers can more quickly find what they need to overcome any problem.

THE ARTIFICER

Alignment: A artificer may be of any alignment.

Hit Die: d8

Starting Wealth: $6d6 \times 10$ gp (average 210 gp.) In addition, each character begins play with an outfit worth 10 gp or less and a craft kit (see craft pool in class features, below).

Class Skills: The artificer's class skills are Appraise (Int), Craft (int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Fly (Dex), Heal (Wis), Knowledge (Arcane, Dungeoneering, Engineering, History, Planes, taken individually)(Int), Linguistics (Int), Profession (Wis), Ride (Dex), Sleight of Hand (Dex), Spellcraft (Int), Use Magic Device (Cha).

Skill Ranks Per Level: 4 + Int modifier.

CLASS FEATURES

The following are the class features of the artificer

WEAPON AND ARMOR PROFICIENCY

Artificers are proficient with simple and martial weapons. They are proficient in light, medium, and heavy armor, and shields (including tower shields).

CRAFT POOL (EX)

You have a craft kit (same weight and cost as a spell component pouch, should you ever need to replace it), which contains not only your tools, but a number of cunning, premade, prefit modules you can use to very quickly put together items as you need them. Your craft kit gives you access to a Craft Pool, which allow you to quickly and efficiently create items (and which is used by many of your class features). You have a number of Craft Points each day equal to your Intelligence bonus + your artificer level (minimum 2 Craft Points).

CRAFT EXPERT

As long as you have at least 1 craft Point in your Craft Pool, you can use your Knowledge (engineering) check in place of any Craft check, gain a competence bonus equal to your artificer class level on such checks, and can produce twice as much work each day when you Craft or make magic items.

You can also use Craft Points to kitbash together mundane, nonmagical equipment as full round actions. These items must be ones commonly available, or that you could successfully craft with a skill check when taking 10.

Creating an item with no charges or limited uses takes 3 Craft Points, and creating an item that can be used only once cost 2 Craft Point. (You can create twenty pieces of ammunition for 1 craft point). You can reduce the Craft Point cost of kitbashing by taking 10 minutes to create the item. Items you create by kitbashing are clearly jury-rigged, and cannot be sold or used as material components or to fuel spells or similar costs. They fall apart within 24 hours if you are not present to maintain them, and any you do not regain the Craft Points for any items you choose to maintain into the next day. You cannot create an item with a cost greater than 50 gp x your artificer level.

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TABLE 1-1: ARTIFICER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+0	Artifice, craft expert, craft pool, technique
2	+1	+3	+0	+0	Technique
3	+2	+3	+1	+1	Technique
4	+3	+4	+1	+1	Artifice
5	+3	+4	+1	+1	Technique
6	+4	+5	+2	+2	Bonus feat
7	+5	+5	+2	+2	Technique
8	+6/+1	+6	+2	+2	Artifice
9	+6/+1	+6	+3	+3	Technique
10	+7/+2	+7	+3	+3	Bonus feat
11	+8/+3	+7	+3	+3	Technique
12	+9/+4	+8	+4	+4	Artifice
13	+9/+4	+8	+4	+4	Technique
14	+10/+5	+9	+4	+4	Bonus feat
15	+11/+6/+1	+9	+5	+5	Technique
16	+12/+7/+2	+10	+5	+5	Artifice
17	+12/+7/+2	+10	+5	+5	Technique
18	+13/+8/+3	+11	+6	+6	Bonus feat
19	+14/+9/+4	+11	+6	+6	Technique
20	+15/+10/+5	+12	+6	+6	Artifice

ARTIFICE

Artificers call the various methods of creating items and interacting with them “artifice,” and each artificer explores numerous different forms of artifice as they grow in experience in capability. You gain your first artifice at 1st level, an additional artifice at 4th level, and one every 4 levels thereafter.

You can select from the following forms of artifice.

AUTOMATONIST, BASIC (EX)

You can create an automaton. This acts as an animal companion, but has half the hit points of a standard animal companion, and is of the construct type rather than the animal type. You can rebuild a destroyed automaton in

You can repair your automaton for a number of 1d8 equal to half your level (minimum 1d8), plus an additional amount equal to you level. If you are 10th level or higher, if your automaton is destroyed and you

can heal with this way within 2 rounds, you can restore it to function (causing it to no longer be destroyed).

AUTOMATONIST, ADVANCED (EX)

You can grant your automaton a number of augmentations. These augmentations function as the spells they share the name of, but are nonmagical, can only target your automaton, and can target and affect your automaton even if they could not normally target or affect a construct. You gain all the augmentations of a level no greater than $\frac{1}{4}$ your artificer level (minimum 1st level augmentations). Using augmentations with a level equal to $\frac{1}{4}$ your level takes 3 Craft points, those of a level equal to $\frac{1}{4}$ your level -1 takes 2 Craft Points. Lower-level augmentations take only 1 craft Point. For example, a 12th-level artificer has access to all the 1st-, 2nd-, and 3rd-level augmentations. Their 3rd-level augmentations take 3 craft Points to use, their 2nd-level take 2 raft Points, and their 1st-level augmentation take 1 Craft Points.

1st-Level Augmentations

Ant Haul
Feather Step
Magic Fang

2nd-Level Augmentations

Barkskin
Bull's Strength
Cat's Grace

3rd-Level Augmentations

Anthropomorphic Animal
Magic Fang, Greater
Protection from Energy

4th-Level Augmentations

Air Walk
Bloody Claws
Freedom of Movement
Strong Jaw

5th-Level Augmentations

Animal Growth
Blessing of the Salamander
Raise Animal Companion

BOMBS (Ex)

You gain the bombs class feature, as an alchemist with a level equal to your artificer level. Creating a bomb uses 1 Craft Point.

EXTRACTS, BASIC

You gain the extracts section of the alchemist's alchemy class feature, and gain a formula book. You treat your alchemist level as half your artificer level for all calculations with your extracts, including how many you automatically add to your formula book and what level of extracts you can create. Rather than having a set number of extracts per day, creating extracts of the two highest-level extracts you can create costs 2 Craft Points, and creating lower-level extracts cost 1 Craft Point.

EXTRACTS, MAJOR

When making calculations for your basic extracts artifice, including what level of extracts you can create, you treat your artificer level as equal to your artificer level.

You must have the basic extracts artifice to select this artifice.

GUNSMITH (Ex)

You gain one of the following firearms of your choice: blunderbuss, musket, or pistol. Your starting weapon is battered, and only you know how to use it properly. All other creatures treat your gun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it's worth 4d10 gp when sold). You also gain Gunsmithing as a bonus feat, and can use your craft expert ability to create ammunition for your gun, and to kitbash guns as if their value were 1/10th their normal value.

You gain one deed, taken from the gunslinger class or a deed feat, plus one deed per 4 artificer levels. You must meet the prerequisites for this deed, treating your artificer level as your gunslinger level. These deeds represent quick adjustments you make to your firearm or other equipment. Rather than expend grit (which you do not gain), these deeds require you to spend Craft Points equal to their normal grit cost.

MAGIC CRAFTER

You treat your ranks in your caster level for the purposes of qualifying for Item Creation feats. You gain a bonus item creation feat, plus an additional item creation feat every 3 artificer levels. When creating magic items, you can ignore any prerequisite that is a spell with a spell level equal to 1/3 your artificer level or less.

SPAGYRIC DEVICES, BASIC (Su)

You have learned to create spagyric devices: objects that combine mechanical and alchemical operation (often along with springs, cogs, clockwork, steam engines, lenses, and similar forms of power) to create fantastic devices that seem magical, but are not. (The word "spagyric" combined ancient words meaning "to join" and "to separate," and alchemy itself is sometimes referred to as the "spagyric art.")

You can create items that duplicate the function of some magic items, in the form of spagyric devices. Constructing and maintaining these devices requires an hour of uninterrupted tinkering (normally done in the morning) each day, and it can be undertaken only after you have received 8 hours of rest. You are assumed to have the materials required for constructing your spagyric devices, and need not spend any gp or time making special

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arrangements for them. (You can be assumed to be gathering such materials as you adventure, and can construct spagyric devices out of broken goblin swords and rare tinctures made from dragon brains—the details of your materials are left to you and GM to agree upon.)

Each day you decide what spagyric devices you wish to create. Each duplicates the function of a specific magic item (subject to specific limitations, as noted below). You can emulate any magic item you are aware of, with the following limitations:

- The item's caster level cannot exceed half your artificer level (minimum caster level 1).
- The item cannot have prerequisites that include spells not from the alchemist and sorcerer/wizard class lists.
- The item cannot be charged. (It can have uses per day.)
- The total value of all the items created in a given day cannot exceed your spagyric device gp limit for your level (see Table w below).

Spagyric devices are further limited by the following rules, many of which differ from normal magic item rules.

Spagyric Devices are Breakable: A typical spagyric device has hardness equal to one-half your level, and 2 hit points per level. Additionally, each device has vulnerability to one energy type, determined randomly when it is constructed. The same device might have different vulnerabilities when created by different alchemists. While Professor Redchapple's wax wings are vulnerable to fire, melting easily when hit with heat, Dom Veurrachi's wax wings are vulnerable to cold, since the wax turns brittle when it gets cold. Once a spagyric device is broken, it cannot be fixed (even with such efforts as a *mend* spell) until you next regain use of his daily abilities and spend an hour constructing and maintaining your spagyric devices.

Spagyric Devices Require Maintenance: An artificer is constantly making minor repairs and adjustments to the devices in his possession, and only the artificer who creates a device knows how to keep it well maintained. If a device is separated from its creator for 24 hours (or he is unable to spend an hour each day working on the device), it becomes 50% likely to malfunction each round it is used. After another 24 hours, it stops functioning altogether. Once this occurs it no longer counts against the gp total of devices of the artificer who created it—he has moved on to bigger and better ideas.

Spagyric Items Are Bulky: A spagyric device item requires space for its tanks of reagents, gearwork motivators, voltaic cells, copper tubing, golden wires, and other semimechanical parts and pieces that are needed to accomplish the blending of engineering and magic. Every spagyric device takes up two body slots (which might not include the ring slots, which are too small for such devices). For purposes of this restriction, being held in one hand qualifies as a body slot. All spagyric devices weigh either as much as the magic item they are based on, or 5 pounds, whichever is greater.

TABLE 2: SPAGYRIC DEVICE GPLIMITS

Class Level	Spagyric Device GP Limit
1	250 gp
2	500 gp
3	1,000 gp
4	2,000 gp
5	3,500 gp
6	5,350 gp
7	7,800 gp
8	11,000 gp
9	15,350 gp
10	20,700 gp
11	27,350 gp
12	36,000 gp
13	46,600 gp
14	61,500 gp
15	80,000 gp
16	105,000 gp
17	136,500 gp
18	176,500 gp
19	228,250 gp
20	293,250 gp

SPAGYRIC DEVICES, ADVANCED (8v)

Your spagyric devices ability has the following adjustments.

- The item's caster level cannot exceed your full artificer level.
- Select a number of class spell lists equal to your Intelligence bonus (minimum 1 spell list). The item cannot have prerequisites that include spells not from the alchemist and sorcerer/wizard class lists or those you have selected.

- The item can be charged, but its effective cost is 10 times greater when determining how much of your spagyric device gp limit it uses up for the day.
- Your spagyric devices no longer take up 2 magic item slots.

You must have the spagyric devices artifice to select this one.

TRAPWRIGHT

You gain the trapfinding ability (allowing you to add 1/2 your artificer level on Perception skill checks made to locate traps and on Disable Device skill checks, and allowing you to use Disable Device to disarm magic traps).

You also learn how to create a snare trap and one other ranger trap of her choice. Creating a ranger trap take 1 Craft Point. You learn an additional trap at 3rd level, and every 3 artificer levels thereafter.

TECHNIQUES

You gain your first technique at 1st level, and additional techniques at 2nd, 3rd, and every other level thereafter. You can select from the following techniques. You cannot select the same technique more than once unless it states otherwise.

Armor Piercer (Ex): As a standard action you can make a single ranged or melee attack and expend 1 Craft Point. If your attack hits the target and does damage, the target's AC is reduced by 1 until it receives a DC 15 Craft (armor) or Knowledge (engineering) check (if it has armor or a shield), or a DC 15 healing check or any magic healing (if it has natural armor). A creature cannot be affected by this ability again for 1 minute.

Bolster Item (Ex): As a standard action, you can use your custom toolkit to modify a touched item, granting it a number of temporary hit points equal to your artificer level. These temporary hit points last 1 minute or until reduced to 0. If the item is a shield or suit of armor, any damage to the armor/shield or its wearer is subtracted from these temporary hit points first. This takes one Craft Point.

Bomb Discovery: You can select one alchemist discovery that affects your bombs. You must have the bomb artifice to select this technique. You treat your artificer level as your alchemist level for all purposes of the discovery, and must meet its

prerequisites. You can select this technique more than once. Each time, it allows you to select a different bomb-related alchemist discovery.

Detection Mastery (Sp): You have learned a few magic tricks to help you find and identify different types of gear. You can cast *detect magic* at will, and can cast *identify* by expending one Craft Point.

Custom Automaton: Your automaton gains 1 evolution point worth of evolutions as a summoner's eidolon's evolutions. You must meet any prerequisites for the evolution, using your artificer level as your summoner level.

You must have the basic automatonist artificer to select this artifice.

Effect Mastery (Ex): When using an item or weapon which has an effect that requires a saving throw, you can choose to calculate that saving throw as $10 + 1/2$ your artificer level + Intelligence modifier. You can do this up to three times per day, after which doing so again requires you to expend a Craft Point.

Eldritch Enhancement (Su): You expend 1 Craft Point to douse a weapon, shield, or suit of armor with a glowing green wash. The caster level of any of the item's magical properties increases by your Intelligence modifier for the purposes of effects, including calculations based on level, overcoming spell resistance, or being dispelled. This change lasts for one minute per artificer level.

Essence Booster (Su): You expend 1 Craft Point to apply a golden liniment to a weapon or suit of armor that has a tiered special ability (a special ability available in varying degrees of potency, such as *light fortification* or *shadow*). The affected special ability increases by one step (to *moderate fortification* or *greater shadow*, for example). If the item has multiple tiered special abilities, you choose one to affect. The item's enhancement bonus increases by 1 if it has no tiered magical qualities. This change lasts for one minute per artificer level.

Extinguishing Strike (Ex): As a standard action you can make a single ranged or melee attack and expend 1 Craft Point. If your attack hits the target and does damage, any nonmagical light sources worn or carried by the creature (such as lit torches, lanterns, or sunrods) are automatically extinguished. Once per day, you can use this ability to also attempt a dispel check (as per *dispel magic*) against any magical sources of light a target carries, using your artificer level as the caster level.

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Extract Discovery: You can select one alchemist discovery that affects your extracts. You must have the basic extracts artificer to select this technique. You treat your artificer level as your alchemist level for all purposes of the discovery, and must meet its prerequisites. You can select this technique more than once. Each time, it allows you to select a different extract-related alchemist discovery.

Gear Boost (Armor)(Ex): When wearing armor or using a shield you crafted, created with an artificer class feature, or selected as a focus item, you can gain DR/-- equal to 1/4 your artificer level (minimum DR 1/--), or resistance against one energy type equal to your artificer level. You can

change which benefit you gain with ten minutes of tinkering, which cannot be combined with any other activity. You can designate a single shield or suit of armor as a focus item at the beginning of the day.

Gear Boost (Tools)(Ex): When using a piece of equipment that you crafted, created with an artificer class feature, or selected as a focus tool, and the time gives you a bonus to a skill check, or allows you to make a skill check you otherwise could not make, you gain an insight bonus to checks made with that item. This bonus is equal to 1/3 your artificer level, to a minimum of +1. You can designate a single item as a focus tool at the beginning of the day.

Gear Boost (Weapon)(Ex): When using a weapon you crafted, created with an artificer class feature, or selected as a focus item, you can make attacks with the weapon as if your base attack bonus from your artificer levels were equal to your artificer level. You can designate a single weapon as a focus item at the beginning of the day.

Gear Mastery (Armor)(Ex): When wearing armor or using a shield you crafted, created with an artificer class feature, or selected as a focus item, you can use your Intelligence bonus in place of your Dexterity bonus to determine your AC. This is still subject to the max Dex of the armor or shield you are using.

You must have gear boost (armor) to select gear mastery (armor).

Gear Boost (Tools)(Ex): When using a piece of equipment that you crafted, created with an artificer class feature, or selected as a focus tool, and the time gives you a bonus to a skill check, or allows you to make a skill check you otherwise could not make, you can use your Knowledge (engineering) check in place of the skill connected to the toolkit.

You must have gear boost (tools) to select gear mastery (tools).

Gear Mastery (Weapon)(Ex): When using a weapon you crafted, created with an artificer class feature, or selected as a focus item, you can use your Intelligence bonus, rather than your Strength or Dexterity bonus, to determine your attack and damage bonus with the weapon. If your Strength or Dexterity bonus you be reduced or take a penalty, your Int bonus takes the same reduction or penalty.

Magic Engineer (Ex): The artificer has learned to use the principles of engineering and a logical method to manipulate magical devices. They can use their Knowledge (engineering) check in place of any Use Magic Device check.

Magic Item Boost (Ex): You can harmonize multiple magic items so they do not interfere with one another's function. You can wear one more magic item than normal in one magic item slot (which you do not need to choose in advance), and have them act normally. If you are 10th level or higher, you can wear two more magic items than normal in the same slot and have them act normally.

Magic Item Mastery (Ex): You can gain the benefit of a magic item without expending it. When you use a magic item that has charges or is consumable

with a caster level no greater than your ranks in Spellcraft, you can expend on Craft Point to use the item without consuming it or expending a charge. This ability does not work with magic items that have an effect a spell or effect that can itself create other spells (such as *limited wish*, or *wish*).

Magic Tinkerer (Su): You know how to modify the functions of magic and items to radically alter how the items work. With 10 minutes of work and 1 Craft Point, you can modify a magic item so that it temporarily functions as any other magic item of the same or lower caster level, cost, and weight (losing its original function while in this new form). The item must have a caster level and no greater than half your ranks of Spellcraft. Any charges or similar expenditure from the new item come from the original item (if possible) or another item of the same or higher caster level you provide for the purpose. The item providing charges must be of the same type (you can burn wand charges to fuel the charges of a magic item that is functioning as a wand, but cannot expend a scroll to fuel charges of a wand).

The new item retains the original item's size and weight. Any damage dealt to the new item is retained when it returns to its original form. If the item is broken or destroyed in its modified form, it remains broken or destroyed when it returns to its original form and must be repaired or replaced normally.

This change lasts for 10 minutes per artificer level or until you undo it with 10 minutes of work. You cannot modify or produce armor or weapons.

Mercurial Oil (Su): You can expend 1 Craft Point to apply this gleaming silver fluid sinks into a magical metal weapon or suit of armor and temporarily liquefy the interior. An affected weapon gains momentum as its center of gravity moves outward during a swing, dealing damage as if it were one size category larger than it actually is. Affected armor resists impact and provides the wearer DR 2/—. This change lasts for one minute per artificer level.

Orichalcum Dust (Su): You can expend 1 Craft Point to sprinkle one item with a small quantity of colorful dust that comprises the essence of all four elements. By favoring one element over another in this mixture, you temporarily change the energy type of one weapon into another. For example, you can choose for an acid flask bomb to

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deal cold damage or a weapon with the *shocking burst* special ability to deal fire damage instead. Once an elemental effect is changed, it cannot be changed again until the ability's duration expires. This change lasts for one minute per artificer level.

Repair Mastery (Ex): Each time you restore hp to an item or construct, you increase the number of HP restored by an amount equal to your artificer level.

Silencing Strike (Ex): As a standard action you can make a single ranged or melee attack and expend 1 Craft Point. If your attack hits the target and does damage, the target must succeed at a Fortitude save (DC 10 +1/2 your artificer level + your Int bonus) or be muted for 1d3 rounds.

Slow Reactions(Ex): As a standard action you can make a single ranged or melee attack and expend 1 Craft Point. If your attack hits the target and does damage, the target must succeed at a Reflex save (DC 10 +1/2 your artificer level + your Int bonus) or be unable to make attacks of opportunity for 1d3 rounds.

Trap Spotter (Ex): You gain the trap spotter rogue talent.

BONUS FEAT

You gain a bonus feat at 6th level, and every 4 levels thereafter. You may select an armor mastery, shield

mastery, or weapon mastery feat, for which you use your ranks in Knowledge (engineering) as both your fighter level and base attack bonus for the prerequisites and any calculations made by the feats. You may select an item mastery feat, for which you use your ranks in Knowledge (engineering) in place of Use Magic Device for prerequisites. You may select an item creation feat (if you meet its prerequisites, but you may want to look at the magic crafter artificer first). Alternatively, you can select one of the following feats, meeting its prerequisites normally: Acupuncture Specialist, Advanced Ranger Trap, Alchemical Strike, Amateur Gunslinger, Ammo Drop, Aquadynamic Shot, Arc Slinger, Arcing Lob, Armor Adept, Armor Focus, Armor Trick, Brewmaster, Camouflaged Trap, Careful Reader, Collector's Boon, Cooperative Crafting, Creative Armorsmith, Creative Weaponsmith, Deadly Trap, Dragoncrafting, Equipment Trick, Improved Collector's Boon, Instant Alchemy, Master Alchemist, Master Craftsman, Net Trickery, Siege Commander, Siege Engineer, Siege Gunner, Tool Optimizer, Trapper's Setup, Weapon Focus, Weapon Trick.



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