SF

Master Class: Artificer

Rogue Genius Games

52-in-52

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Starfinder Compatible

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Product Code: RGG5220Feb09

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Master Class: Artificer

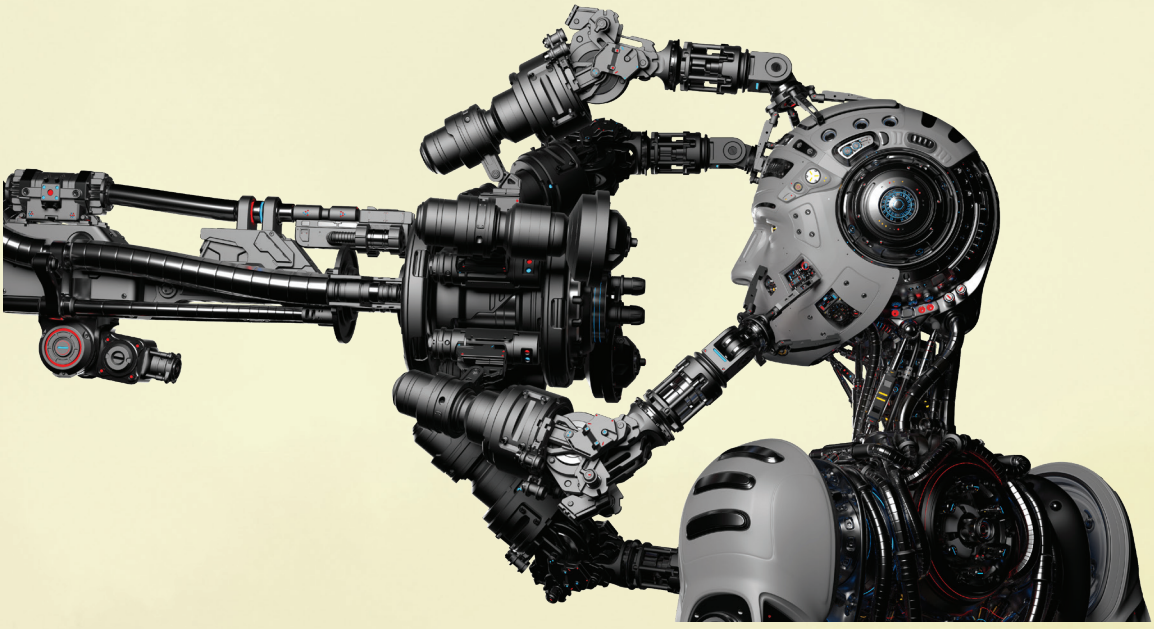
An artificer is a master crafter, creator, and manipulator of both the most current developments of engineering and forgotten techniques lost in the fall of ancient civilizations. Many artificers explore how magic and engineering mix, developing complex powers of item imbuement and mastering crafting- and mechanics-related spells. Others eschew magic as a cheap trick that ignores the brilliance of pure engineering and crafting, or focus on manufacturing, robotics, bleeding edge designs, or similar pure mechanics and electronics, or train to get more out of their tools and 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) soldiers and operatives, 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. 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 vanguards come from Vanguardia, 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 simply 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

TABLE 1-1: ARTIFICER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+0	Artifice, custom foundry, kitbash (100 cpd)
2	+1	+3	+0	+0	Kitbash (200 cpd), technique
3	+2	+3	+1	+1	Kitbash (400 cpb), weapon specialization
4	+3	+4	+1	+1	Artifice, kitbash (600 cpd)
5	+3	+4	+1	+1	Kitbash (900 cpb) , technique
6	+4	+5	+2	+2	Kitbash (1,500 cpb), master crafter (+1 item level)
7	+5	+5	+2	+2	Kitbash (2,300 cpb), bonus feat
8	+6/+1	+6	+2	+2	Artifice, kitbash (3,300 cpb)
9	+6/+1	+6	+3	+3	Kitbash (4,500 cpb) , technique
10	+7/+2	+7	+3	+3	Kitbash (6,600 cpb), master crafter (1/2 time)
11	+8/+3	+7	+3	+3	Kitbash (10,000 cpb), bonus feat
12	+9/+4	+8	+4	+4	Artifice, kitbash (15,000 cpb)
13	+9/+4	+8	+4	+4	Kitbash (22,500 cpb), technique
14	+10/+5	+9	+4	+4	Kitbash (33,300 cpb), master craft (salvage)
15	+11/+6/+1	+9	+5	+5	Kitbash (50,000 cpb), bonus feat
16	+12/+7/+2	+10	+5	+5	Artifice, kitbash (75,000 cpb)
17	+12/+7/+2	+10	+5	+5	Kitbash (112,500 cpb) , technique
18	+13/+8/+3	+11	+6	+6	Kitbash (170,000 cpb) , master crafter (+2 item level)
19	+14/+9/+4	+11	+6	+6	Kitbash (255,000 cpb), bonus feat
20	+15/+10/+5	+12	+6	+6	Artifice, instant craft, kitbash (377,500 cpb)

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 adaptable problem-solvers who have numerous different (generally equipment-assisted) ways of dealing with issues. Most artificers try to be generalists, using a combination of careful planning and spur-of-the-moment kitbashing to create tools to assist them with any problem. Most artificers in in their element in combat (though often doing better if they have gear-equipped allies or are facing gear-equipped foes), when dealing with complex devices, and when discussing crafting and manufacture.

Artificer

Hit Points: 6

Stamina Points: 6 + Constitution modifier

Key Ability Score: Your Intelligence helps you understand other people's gear, make more complex items, boost the DC of your special abilities, and increase your pool or widgets, so Intelligence is your key ability score. A high Dexterity score can help you interface with some of the items you might make with artifice, such as vehicles.

Class Skills: Computers (Int), Culture (Int), Disguise (Cha), Engineering (Int), Life Science (Int), Medicine (Int), Mysticism (Wis), Perception (Wis), Physical Science (Int), Piloting (Dex), Profession (Cha, Int, or Wis), Survival (Wis)

Skill Ranks per Level: 4 + Intelligence modifier

Proficiencies *Armor*-light, heavy; *Shields*; Weapons-basic melee weapons, advanced melee weapons, small arms, longarms, heavy weapons, grenades.

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Class Features

The following are the class features of the artificer.

Custom Foundry (Ex) [1st Level]

You have crated your own micro-workshop that includes customized devices for crafting, fusing, designing, and modifying equipment. Your custom foundry can function as an engineering kit, hacking kit, or any technological toolkit. Alternatively it can be configured to take up an upgrade slot on your armor or can be installed as a cybernetic augmentation system in your brain (though it can be combined with a data jack for the same price as installing a datajack normally), your eyes, or an arm.

While using this foundry, you always count as having the appropriate tool or basic kit for any Computers, Engineering, or Mysticism skill check you attempt, and having an appropriate space and tool to craft any item or vehicle.

If your custom foundry is damaged, destroyed, lost, or stolen, you can kitbash a new one from any engineering kit, hacking kit, or other technological toolkit, reconfiguring the materials into a new custom foundry with 1 hour of work. You can have only one custom foundry at a time. If you create a new custom foundry, your old one functions as a normal toolkit of whatever type you made it from and can no longer be used as your custom foundry.

Kitbash (Ex) [1st Level]

As long as you have your custom foundry, you can create items out of bits and pieces and other equipment you have on-hand. As a full action, you can cause your custom foundry to act as any basic or advanced melee weapon, small arm, longarm, heavy weapon, or sniper weapon you could craft with an item level no greater than your class level. Rather than use normal batteries or ammunition your kitbashed item function from a pool of spares, allowing it to be activated without needing batteries or ammunition a total of 20 times each day. If you kitbash your custom foundry into forms in the same day, they are all activated from the same daily pool of spares. Once you kitbash your custom foundry, you cannot do so again until after you recovery Stamina Points following a 10-minute rest.

You can also kitbash together other, more limited and fragile items. This takes 10 minutes and requires your custom foundry. You have a collection of CPBs (custom prototype bases) equal to 10% of your standard wealth by level for a character with a level equal to your class level (as indicated on table 1-the Artificer). You customized these to be more flexible and efficient when used with your custom foundry than standard UPBs, but as a result their temporary, prototype nature is obvious and they (and anything made from them) have no value to anyone else and cannot be sold. You can use these CPBs to create any item you could craft that has an item level no greater than 1/2 your artificer level (minimum 1st level). Each day when you regain your daily abilities, the CPBs break down into their base form (allowing you to kitbash new items with them).

Artifice [1st Level]

Every artificer masters one or more forms of artifice—methods of modifying, creating, augmenting, or interfacing with equipment. You gain your first artifice at 1st level, and an additional artifice at 4th level and every 4 levels thereafter. The various artifices you can select from are listed toward the end of this product.

Techniques [2nd Level]

Being an expert in equipment is about more than the manufacture of equipment—it's also about knowing how to customize equipment so it works best for you, personally, or be used for tasks normally outside its scope. As an artificer gains experience, they develop a number of techniques they can apply to equipment they create, specialize in, or take time to focus on.

You gain your first technique at 2nd level, another at 5th level, and then gain an additional technique ever 4 levels thereafter, to a maximum of five techniques at 17th level. The various techniques you can select from are listed toward the end of this product.

Weapon Specialization (Ex) [3rd Level]

You gain the Weapon Specialization feat as a bonus feat for each weapon type this class grants you proficiency with.

Master Crafter (Ex)

[6th, 10th, 14th, 18th level]

Your ability to craft items is greatly enhanced, as long as you have access to your custom foundry.

At 6th level when you have your custom foundry, you can craft items with an item level equal to your ranks in the appropriate skill, +1.

At 10th level you can craft items in half the normal time.

At 14th level, you can salvage an item to use 100% of its value toward the UPB cost to craft an item of the same type (and if it is a weapon, the same category or group) that is 2 or more levels lower than the salvaged items. Any unused UPBs are lost.

At 18th level when you have your custom foundry, you can craft items with an item level equal to your ranks in the appropriate skill, +2.

Bonus Feat

At 7th level, and every 4 levels thereafter, you may select one of the following feats as a bonus feat. You must meet the feat's prerequisites normally.

Adaptive Upgrade, Amplified Glitch, Barricade, Blood in their Eyes, Cleave, Cook Grenade, Far Shot, Frightening Injection, Grenade Mastery, Hauler, Instant Crater, Master Crafter, Melt Defenses, Percussive Maintenance, Powered Armor Proficiency, Pull the Pin, Quick Draw, Ricochet Grenade, Sky Jockey, Special Weapon Proficiency, Suppressive Fire, Tailored Serum, Versatile Focus, Versatile Specialization, Weapon Focus, Weapon Specialization.

Instant Craft (Ex)

At 20th level, you can craft an item as a full action. You may do this once per day at no extra cost, and additional times per day by expending Resolve Points equal to the number of times you have already sued this ability.

Artifice

You can select from the following artifices. You cannot select the same artifice more than once unless it states otherwise.

Bleeding Edge

You are working on a single bleeding edge project, constantly pushing your ability to craft beyond normal limits. Select one category of item—weapon, armor, armor upgrade, biotech, cybernetic, magitech, necrograft, computer, technological item, magic item, or hybrid item. The item cannot be one with a limited number of uses before it is totally expended (such as a grenade or serum), but can have uses per day, batteries or ammunition.

You can take a base item you purchase or acquire normally, and upgrade it to function as another item in the same item category with an item level up to 3 higher than the base item, to a maximum of the 1 higher than the highest level item you could craft in that category. This item is clearly a bleeding edge prototype, and cannot be sold for more than 10% of the value of the base item. The bleeding edge item requires constant adjustments and tinkering by you to function, and if it is beyond your maintenance for 24 hours or more, stops functioning entirely until you can recover it.

You can only have one bleeding edge item at a time. To change to a new base item or have it function as a new item you must turn your original bleeding edge item back into its base item (or have it be destroyed or out of your hands for 24 hours or more), then spend 4 hours of downtime upgrading the new base item.

Projects (Ex)

There are a number of forms of artifice known as projects, which all follow a similar set of rules. Each different project entry is its own artifice selection, so it takes one artifice selection to take basic junk crafting, and a second to take major junk crafting.

Projects allow you to cobble together quick projects at a level that seems nearly supernatural. You can use projects as long as you have your custom foundry and at least one bulk worth of inert electronic equipment with you (which can normally be gather over the course of standard adventuring, unless your gear has been removed, and which you can recover from a project once its duration ends).

Projects are based on spells, and have an effective spell level equal to the spell level of the spell they are based on. These projects are treated as spell-like abilities for the spells of the same name and spell level, except they are not magical and not subject to abilities that only affect magic (such as *dispel magic*), but are subject to abilities that work against technological items.

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Each project also has a physical form even if the spell it is based on it normally would not, with hardness equal to its effective spell level and HP equal to your artificer level x3. They can be sundered, and if not on your body or in your hand, have an AC equal to 11 + your artificer level + your key ability modifier.

Projects otherwise function as the spells they are based on, with things like the limited duration being how long the item you put together lasts before it's jury-rigged nature causes it to fall apart, and casting time being how long it takes to put the project together.

You can use each project artifice you select once. You then must take 10 minutes to reset and re-prepare all your projects. This time cannot be combined with a 10-minute rest to regain Stamina Points.

Drone Crafting, Basic (Ex)

You can create jury-rigged drones. Those these aren't as effective as a mechanics drone, you can easily cobble together the remaining pieces from a drone to make a new one. You gain the project options listed below with an effective spell level equal to no more than ¼ your artificer level (minimum effective spell level 1).

1st-Level Projects
Summon Creature (robot only)

2nd-Level Projects
Summon Creature (robot only)
Vigilant Junkbot

Drone Crafting, Major (Ex)

This functions as basic drone crafting, but you gain additional options from the list below with an effective spell level equal to no more than ¼ your artificer level. You can also use this ability to instead create a scoutbot, as the mechanic trick.

3rd-Level Projects
Handy Junkbot
Healing Junkbot
Summon Creature (robot only)

4th-Level Projects
Prowling Junkbot
Summon Creature (robot only)

5th-Level Spells
Summon Creature (Robot Only)

Junk Crafting, Basic (Ex)

You can make useful temporary items out of junk, especially a junksword. You gain the options listed below with an effective spell level equal to no more than ¼ your artificer level. Your junksword project is more flexible than the spell it is based on, and is more of a junk weapon. It can be used to create a one-handed melee weapon, or a small arm (range increment 30 feet) or longarm (range increment 60 feet). When you use it as a ranged weapon you can only apply weapon special properties that can apply to ranged weapons, and if it is analog you can attack with it 15 times before its ammunition is expended.

0-Level Projects
Dancing Lights
Fabricate Scrap
Mending

1st-level Projects
Create Ammunition
Junk Armor
Junksword
Lifting Frame

2nd-Level Projects
Biotic Taclash, Lesser
Instant Upgrade
Junksword

Junk Crafting, Major (Ex)

This functions as basic junk crafting, but you gain additional options from the list below with an effective spell level equal to no more than ¼ your artificer level.

3rd-Level Projects
- Blast Door
- Junksword
- Phantom Cycle

4th-Level Projects
- Biotic Taclash
- Junksword

5th-Level Projects
- Animate armor
- Junksword

Permanent Project

Select one project you can create. You can have the project with a permanent duration. You cannot create a project as a use of the artifice it comes from as long as you have a permanent version active. If your permanent project is destroyed, you cannot recreate it for 24 hours, and that requires a use of the appropriate project artifice.

You must have selected a project artifice to be able to select this artifice.

Technomancy

You have studied the art of technomancy, though you have not dedicated yourself to it the way a true technomancer does. You gain access to a very limited number of technomancy spells, drawn from the list below. You know one spell with a spell level no greater than 1/3 your artificer level, and one spell with a spell level of 1/3 your artificer level -1, and two spells of every lower spell level. For example, a 9th level artificer knows one 3rd level technomancy spell, one 2nd level, and two 1st and 0-level technomancy spells.

You use your artificer level as your caster level, and your key ability score to set save DCs and make any other ability-based calculation for these spells. For spells with a spell level of 1st or higher, you have a number of spell slots equal to your spells known. You do not gain any bonus slots for your key ability score.

If you select this artifice once you can only learn and cast up to 3rd-level spells. You can select it a second time, allowing you to learn and cast up to 6th-level spells.

0-Level Spells
- Dancing Lights
- Detect Magic
- Fabricate Scrap
- Mending
- Transfer Charge

1st-level spells
- Akashic Download
- Create Ammunition
- Detect Radiation
- Detect Tech
- Erase
- Identify
- Patch Tech
- Remote Operation
- Shrink Object
- Summon Creature (robot only)
- Supercharge Weapon

2nd-Level Spells
- Delay Countermeasure
- Electroplating
- Hack Wetware
- Implant Data
- Instant Upgrade
- Invisibility to Technology
- Logic Bomb
- Make Whole
- Manipulate Tech
- Optimize Technology
- Recharge
- Security Seal
- Shrink Object

3rd-Level Spells
- Blast Door
- Discharge
- Hack Wetware
- Instant Virus
- Phantom Cycle
- Shrink Object
- Summon Creature (robot only)

4th-Level Spells
- Awaken Computer
- Destructive Protocol
- Hack Wetware
- Shrink Object
- Soothing Protocol

5th-Level Spells
- Animate Armor
- Control Machines
- Hack Wetware
- Rapid Repair
- Shrink Object

6th-Level Spells
- Battle Junkbot
- Junksword
- Shrink Object

Techniques

You can select from the following techniques. You cannot select the same technique more than once unless it states otherwise.

Bolster Item (Ex): As a standard action, you can use your custom foundry to modify a touched item, granting it a number of temporary Hit Points equal to half your artificer level. These temporary Hit Points last 1 minute or until reduced to 0. If the item is a shield or suit of light armor, heavy armor, or powered armor, any damage to the armor/shield or its wearer is subtracted from these temporary Hit Points first. Once you use this ability, you can't do so again unless you expend a Resolve Point to regain Stamina Points following a 10-minute rest.

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* and *detect tech* at will, and can cast *identify* once per day.

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 + your key ability score modifier. You can do this up to three times, and then cannot do so again until your recover Stamina Points following a 10-minute rest.

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 gain DR/-- equal to half your artificer level, or resistance against one energy type equal to your artificer level. You can change which benefit you gain with ten minutes of tinker, 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 Mastery (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 Mastery (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.

Magic Item Mastery (Ex): You can harmonize multiple magic items so they do not interfere with one another's function. You can wear up to three wearable magic items, and have them act normally. If you are 10th level or higher, you can wear four wearable magic items and have them act normally.

Magic Tinkerer (Su): You know how to modify the functions of magic and hybrid items to radically alter how the items work. With 10 minutes of work, you can modify a magic item so that it temporarily functions as any other lower-level magic item of the same or lower bulk (losing its original function while in this new form). The item must have an item level and bulk no greater than half your ranks of mysticism. Any charges or similar expenditure from the new item come from the original item (if possible) or another item of the same or higher level you provide for the purpose. The new item retains the original item's bulk. 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, augmentations, items with limited uses or charges (such as spell ampules and spell gems), or weapons, although you can produce an item that uses charges from another magic item of the same or higher level you have present to power it. At 5th level, you can spend 1 Resolve Point to use this ability to modify an item whose level is equal to your ranks in Mysticism, giving it the function of a lower-level item.

Mechanic Trick (Ex): You can select one of the following mechanic tricks: attentive tampering, combat maintenance, concealed device, improved overcharge, mobile armory, overcharge, overload weapon, portable charging station, portable power, provisional repair, quick repair, recalibrate engine, recalibrate weapon, superior overcharge, and tech tinkerer.

You must meet any prerequisites, using your artificer level as your mechanic level. You use your artificer level for any level-based calculations. Any trick that requires a custom rig instead requires your custom foundry. You may select this technique more than once. Each additional time you select it, you choose a different mechanic trick.

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.

Residue (Ex): When you use a medicinal, serum, or spell amp, you can take the residue that's left behind and inject it into yourself for full effect as a move action before the end of your next turn. After that, the residue is too evaporated and degraded to benefit from it.

Spell Hack (Ex): You can select one of the following technomancer spell hacks: all-access enchantment, charging jolt, countertech, countertech sentinel, empowered weapon, enchanted fusion, fabricate arms, fabricate explosive, fabricate tech, magic trajectories, quick scan, summon cache, tech countermeasure.

You must have the technomancy artifice to select this technique. You must meet any prerequisites of the spell hack, using your artificer level as your technomancer level. You use your artificer level for any level-based calculations. Any trick that requires or affects a spell cache instead requires of affects your custom foundry. You may select this technique more than once. Each additional time you select it, you choose a different spell hack.

Starship Mastery (Ex): You can focus on a single starship each day, familiarizing yourself with its design, systems, quirks, and controls, and finding ways to use them that would normally require significant expertise in other areas of study. Whenever you make a skill check or attack roll as part of a starship combat role on your focus starship, you can use the normal skill bonus for that check, or replace it with your artificer level + key ability score modifier.

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