



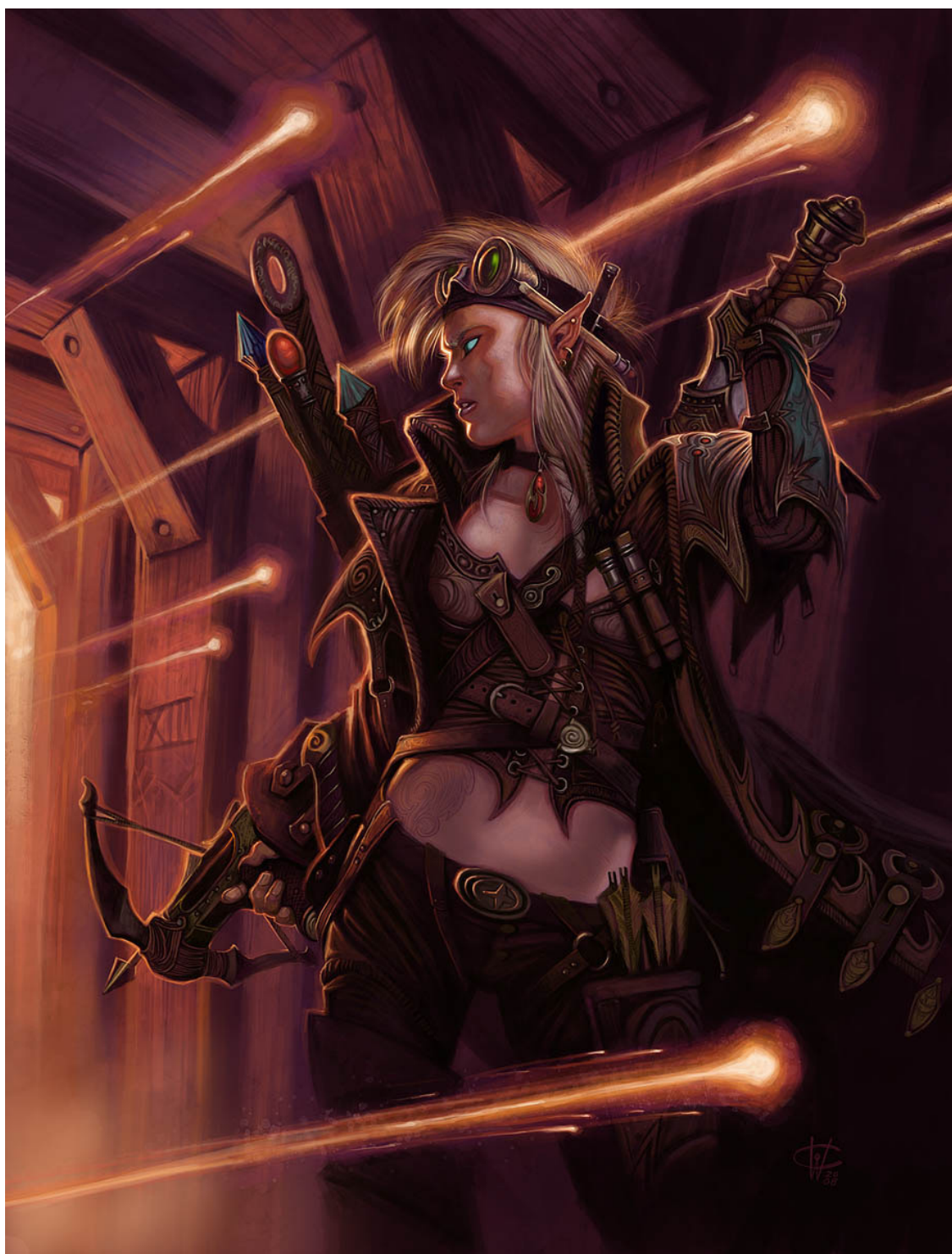
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presents:
rules for
Fantasy Craft



ARTIFICER

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Picture by William O'Connor © Wizards of the Coast

A BASE CLASS FOR FANTASY CRAFT BY AEGIS & OZCORN

To use this document, you will only need *Fantasy Craft Core Rulebook*. The toolkit *Spellbound: The Seer* also contains few rules particularly adapted to this class.

Foreword

This article introduces a base class inspired from the setting of *Eberron*. It is adapted to *Fantasy Craft* rules, including its very different magic items mechanics. *Eberron* is a fantasy setting from the mind of Keith Baker. All the pictures in this document and the name *Eberron* are the property of *Wizards of the Coast*. *Fantasy Craft* is a fantasy role-playing game by Alex Flagg, Scott Gearin and Patrick Kaspera. For more informations about *Fantasy Craft*, check out [Crafty Games](#) website. A French version of this document is available on the [Scriptorium](#).

Artificer

Artificers are modern-day mages. The time of theoretical and ephemeral magic is gone: here come the technomagic revolution and the standardization of power items ! Even if their understanding of magic is more limited than that of traditional Mages, Artificers know how to use their knowledge to modify in depth and durably all that surrounds them.

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

- A warrior-mage using his spells to boost his martial skills
- A rich merchant specialized in magical goods
- A mercenary selling his magical abilities to the highest bidder
- A regular soldier from a nation with a powerful magical background
- A legendary smith wielding magical arts as well as his mallet

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.

CLASS FEATURES

Condition: *Sorcery* campaign quality

Favored Attributes : Intelligence, Charisma, Wisdom

Caster: Each Level in this class increases your Casting Level by 1.

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

Skill Points: 6 + Int mod per Level

Vitality: 9 + Con mod per Level

Starting Proficiencies: 4

CORE ABILITY

Craft reserve: You always have time and money for your favorite hobby. You benefit from a 'craft reserve' equivalent to (your Legend + Int mod) × your Class Level × 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 10 silver (rounded down). This can only be invested into magic items crafting.

CLASS ABILITIES

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 these disciplines, no spell points are spent on the attempt.

If you already possess this ability from another class, you instead gain a additional Spellcasting feat.

Genius Tinker: No mechanism can resist you. At Level 2, when you fail a Crafting check that may be re-tried, you may spend 1 half action to give the target piece a whack in frustration. As long as the check DC is equal to or less than your Class Level + 20, the whack reverses the failure. If several grades of success are possible, you achieve only the lowest possible positive result. You may use this ability a number of times per session equal to your starting action dice. You may use this ability even if your initial results in an error, but you must declare its use *before* action dice are spent to activate a critical failure.

If you gain the *genius tinker* ability from two or more classes, add together your levels in all classes granting you this ability before you add 20 to determine the DC against which you automatically succeed.

At Level 11, you may apply this ability to Prestidigitation checks.

At Level 19, you may apply this ability to Investigation checks.

Know and know-how: Practice makes perfect. You know that well enough. At Levels 3, 5, 7, 9, 11, 13, 15, 17, and 19, you gain an additional Gear or

TABLE 1: ARTIFICER

Level	BAB	Fort	Ref	Will	Def	Init	LS	Leg	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 (Crafting)
3	+2	+1	+1	+3	+2	+1	+2	+3	3	Know and know-how
4	+3	+1	+1	+4	+2	+1	+2	+3	4	Circle of power I
5	+3	+1	+1	+4	+3	+1	+3	+4	5	Know and know-how
6	+4	+2	+2	+5	+4	+2	+3	+5	6	Artificer's touch
7	+5	+2	+2	+5	+4	+2	+4	+6	7	Know and know-how
8	+6	+2	+2	+6	+5	+2	+4	+6	8	Circle of power II
9	+6	+3	+3	+6	+5	+3	+4	+7	9	Artificer's touch, know and know-how
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 (Prestidigitation), know and know-how
12	+9	+4	+4	+8	+7	+4	+6	+9	12	Artificer's touch, circle of power III
13	+9	+4	+4	+8	+8	+4	+6	+10	13	Know and know-how
14	+10	+4	+4	+9	+8	+4	+6	+11	14	And God made ...
15	+11	+5	+5	+9	+9	+5	+7	+12	15	Artificer's touch, know and know-how
16	+12	+5	+5	+10	+10	+5	+7	+12	16	Circle of power IV
17	+12	+5	+5	+10	+10	+5	+8	+13	17	Know and know-how
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 (Investigation), know and know-how
20	+15	+6	+6	+12	+12	+6	+9	+15	20	Attune magic item II, circle of power V

Skill feat.

Circle of power I: At Level 4, you may cast Level 1 and lower spells you know.

Circle of power II: At Level 8, you may cast Level 2 and lower spells you know.

Circle of power III: At Level 12, you may cast Level 3 and lower spells you know.

Circle of power IV: At Level 16, you may cast Level 4 and lower spells you know.

Circle of power V: At Level 20, you may cast Level 5 and lower spells you know.

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 library:* You learn 1 Essence and 1 Charm of your choice and you randomly roll 1 more of each.
- *Arcane experiment:* When you scribe a scroll, you're no longer limited to spells you know.
- *Expertise:* 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.

- *Homonculus:* You get the Animal Partner feat. Your partner benefits from the *construct* Type for free. Your Gear feats count as Terrain feats for determining his maximum XP value.
- *Elbow grease:* You gain a +4 bonus with Repair checks. (Note, also for the Keeper: This bonus also applies to Crafting checks made to fix a construct using the Medicine rules.)
- *Museum of strange:* You collect all sorts of magical artifacts and can keep 1 additional Prize.
- *Myths and legends:* You get a +4 bonus to Identification checks and Knowledge checks concerning objects (magic or not).
- *Improvised toolbox:* Choose 1 kit (see page 159). You're always considered to have this kit when making an associated skill check.
- *Goldsmith:* When you craft a 'superior quality' good, this upgrade only costs you +200% of the base price. And when you create a 'superior quality' weapon or armor, it only costs you +25% of the base price.



Attune Magic Item I: Not only you're gifted, but you're also as fast as lightning. At Level 10, when you create a magic item, you produce twice more Reputation 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). Indeed, you can reduce the minimum time required for a Downtime crafting period.

Attune Magic Item II: At Level 20, you produce three times more Reputation and can reduction crafting time by one more step (for a total of two).

And God made ...: Your perfect mastery of magic make substance 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 a no bigger Size. If the original item was magic, it retains all its properties if they are compatible with its new form. The item goes back to normal at the end of the scene.

Becoming Artificer

The Artificer is naturally bound to the setting of *Eberron*, where he represents this 'caste' of spellcasters who use magic as an industrial tool to achieve everyday marvels.

This to be said, in every universe where magic is a common thing, the Artificer may find his place.

He favors Origins granting Intelligence bonuses, but also those enhancing his gear, his magic or his backing abilities. Gnomes (a splin-

ter race of Pechs), Dwarves, and Unborns make excellent Artificers, but it is quite clear that Humans are the most naturally attracted to this cartesian approach of magic. Artisan and Merchant are two Specialties perfectly fitted for an Artificer.

Suggested Species : Dwarf, Human, Pech (Gnome), Unborn

Suggested Human Talents : Educated, Industrious, Methodical

Suggested Specialties : Adept, Artisan, Merchant, Mystic, Physicist

Suggested Classes : Alchemist, Keeper, Mage, Priest, Runeknight

Roleplaying the Artificer

The Artificer draws most of his power from his magic items, which *craft reserve* and *attune magic item* allow him to build faster and better than anyone. The many abilities of *artificer's touch* also make the Artificer much more flexible.

But don't forget his magic abilities, certainly less powerful than those of a Mage, but quite non-negligible. Also, *genius tinker* and the many feats from *know and know-how* enhance his mastery of many skills and his gear. Of course, the pinnacle of an Artificer's development is reached at Level 14 with *and God made ...*, which grants him access to a powerful control of reality, a control the GM is encouraged to watch closely to avoid abuse.

Speaking of feats, the Artificer better should take the best of his Gear feats, but his Skill feats might reveal quite useful as well. An Artificer interested in fighting might want to pick one or two Combat feats, while if he's quite more into magic, a few Spellcasting feats won't hurt.

Concerning gear, it seems quite natural that the Artificer gears up with as many magic and non-magic items as possible. Still, don't forget about encumbrance ! High quality tools, a well-fitted armor, unique weapons – if they're his – will cost him much less than if he had to buy them.

Suggested Feats : Quick Draw, Spell Conversion: Casting Time, Alchemy Basics, Charm Binding Basics, Crafting Basics, Essence Binding Basics, Scribing Basics

Starting Gear (250 s) : Crafting kits (for 60 s), 1 mage's pouch, 1 salve, 1 bandages, partial leather armor with *fireproofed* upgrade, firelance and 10 uses of powder and shots, jagged sword, 2 rations, 1 backpack

