

Artificer

Alignment: Any

Hit Die: d8

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, History, Insight, Investigation, and Perception

Cantrips: At 1st level you know 3 cantrips of your choice. You learn more at higher levels.

Spellcasting (Infusions): Artificers use infusions which are neither arcane nor divine in origin. They infuse magic mostly into inanimate objects to enhance and create special abilities and properties. In addition, some infusions can be used to repair objects, including warforged, similar to how a cleric would heal other living creatures.

Reverse Engineer: Similar to a ritual spell. This does not expend an infusion slot. A reversed engineered version of an infusion cannot be cast at a higher level. An infusion that can be reverse-engineered is designated as such in the Infusions List (*) and takes 10 minutes longer to perform. *(From a cosmetic perspective, the artificer isn't actually performing a ritual – she's reverse-engineering it and hacking it to produce the same magical effect. But the EFFECT is the same as if she's performing a ritual, and she still needs to have the infusion available.)*

Table: The Artificer

———— Infusions per Day ————									
Level	Proficiency Bonus	Special	Cantrips	1st	2nd	3rd	4th	5th	6th
1st	+2	Spellcasting Focus, Master of Artifice, Artificer Knowledge	3	2	—	—	—	—	—
2nd	+2	Expert Infusion 1	3	3	—	—	—	—	—
3rd	+2	Craft Common Items	3	4	2	—	—	—	—
4th	+2	Use Magic Device	4	4	3	—	—	—	—
5th	+3	Expert Infusion 2	4	4	3	2	—	—	—
6th	+3	Expertise	4	4	3	3	—	—	—
7th	+3	Craft Uncommon Item	4	4	3	3	1	—	—
8th	+3		4	4	3	3	2	—	—
9th	+4	Craft Homonculus	4	4	3	3	3	1	—
10th	+4		5	4	3	3	3	2	—
11th	+4	Retain Essence	5	4	3	3	3	2	—
12th	+4		5	4	3	3	3	2	—
13th	+5	Craft Rare Item	5	4	3	3	3	2	1
14th	+5		5	4	3	3	3	2	1
15th	+5	Rapid Infusion	5	4	3	3	3	2	1
16th	+5		5	4	3	3	3	2	1
17th	+6	Craft Very Rare Items	5	4	3	3	3	2	1
18th	+6		5	4	3	3	3	3	1
19th	+6	Extra Rings	5	4	3	3	3	3	2
20th	+6	Legendary Craftsman	5	4	3	3	3	3	2

Weapon and Armor Proficiency: An artificer is proficient with all simple weapons, plus the axe (throwing), flail, handaxe, morningstar, short sword, and warhammer. Artificers are proficient with light and medium armor and all shields (except tower shields). A multi-class artificer still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Special thanks to Keith Baker for his creation, ideas, and suggestions that helped me to create this version.

Artificer Knowledge: Starting at 1st level, an artificer can make a special check (d20 + artificer level + Intelligence modifier) to determine whether a particular item has a magical aura. This acts as a *detect magic* spell, but the artificer must hold and examine the object(s) for 1 minute. A successful check against DC 15 determines that the object has magical qualities, but does not reveal the specific powers of the item. While handling the item, s/he can make an Arcana check to determine the item's properties. A particular item can only be examined in this fashion one time; if the check fails, the artificer can learn no more about that object.

Spellcasting Focus: The artificer can use Artisans' Tools as a spellcasting focus.

Master of Artifice: At 1st level, you become proficient with Arcana, Thieves' Tools, and one type of Artisans' Tools. Your proficiency bonus is doubled for any ability checks you make using Arcana and these tools.

Expert Infusion: At 2nd level you gain the ability to channel magical energy into weapons. This functions in a manner identical to the Cleric Channel Divinity ability, but the Artificer doesn't have access to Turn Undead. Instead she starts with *Perfect Tool* and gains access to *Weapon Augmentation* at 5th level.

1. Perfect Tool

You can imbue an object with an enchantment that makes it the perfect tool for whatever situation you are dealing with. As an action, choose one skill or tool. For the next 10 minutes (and as long as you have the object) you have proficiency with the chosen skill or tool.

2. Weapon Augmentation

As an action, you may enhance a weapon you are holding. For the next minute or until you let go of the weapon, you gain one of the following benefits:

Disrupting Weapon: +1d6 radiant damage, sheds bright light in 20-ft radius

Flame Tongue: +1d6 fire damage, you have cold resistance

Frost Brand: +1d6 cold damage, you have fire resistance

Craft Common Items: Starting at 3rd level, an Artificer can begin crafting common magical items listed in the Dungeon Master's Guide: Potion of Climbing, Potion of Healing, a Spell Scroll (cantrip or 1st level infusion available to Artificers). It takes an Artificer 12 hours to construct any item.

Use Magic Device: As a Rogue-Thief ability at 13th level, an Artificer at 4th level has learned enough about the workings of magic that s/he can improvise the use of items even when they are not intended for her/him. You ignore all race, class, and level requirements on the use of magic items.

Expertise: At 6th level, as the Rogue ability, you may choose 2 of your skill proficiencies, or one of your skill proficiencies and one of your Master of Artifice tools. Your proficiency is doubled for any ability check you make that uses either of the chosen proficiencies.

Craft Uncommon Items: Starting at 7th level, an Artificer can craft any magic item listed on the Uncommon Magic Items List. It takes 12 hours to create any single item on the list.

Craft Homunculus (Ex): At 9th level, an artificer can create a homunculus. S/he must emulate the spell requirements (*Arcane Eye*, *Mending*, and *Mirror Image*) as normal for making a magic item, and s/he must pay all the usual cost in gp and time. An artificer can also upgrade an existing homunculus that s/he owns, adding 1 Hit Die at a cost of 2,000 gp. If an artificer gives his homunculus more than 6 Hit Dice, it becomes a Small creature and advances as described in the *Monster Manual* (+4 Str, -2 Dex, damage increases to 1d6). The homunculus also gains 10 extra hit points for being a Small construct.

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An artificer homunculus can have as many Hit Dice as its master's Hit dice minus 2. No matter how many Hit dice it has, a homunculus never grows larger than Small. An artificer can use this ability to construct other types of homunculi (such as the ones found on pages 284–287 of the *Eberron Campaign Setting*). The same rules apply.

Retain Essence: At 11th level, an artificer gains the ability to salvage the essence from a magic item and use it to create another magic item. The artificer must spend a day with the item, and s/he must also have the appropriate item creation feat for the item s/he is salvaging. After one day, the item is destroyed and the artificer gains 25% of its current gp value to be used to create another item of equal or lesser category and value (e.g., a bead of force is destroyed, leaving its essence to create a Potion of Healing which costs only 17 gp instead of 25 to create, or 50 gp to purchase.)

Craft Rare Item: At 13th level, an Artificer has gained the ability to create a rare magic item from the Rare Items list. Doing so takes 12 hours. In addition, the expense to create Common and Uncommon Items decreases to 50% of their usual cost due to the Artificer's familiarity and having found ways to obtain materials at a reduced cost for those items.

Rapid Infusion: At 15th level, an artificer can cast an infusion with a casting time of one minute or longer as a full action without spending an action point. S/he can do this a number of times equal to 3 + his/her Int modifier.

Craft Very Rare Item: At 17th level, an artificer can create an item from the Very Rare Items list. The time to create a Very Rare Item is 12 hours.

Extra Rings: At 18th level, an artificer gains the extra-rings feat, allowing him to wear four rings at once.

Legendary Craftsman: At 20th level, the artificer is a true master of his/her craft. The Artificer can create any item from the Legendary Items List. The raw materials needed to create a magical item and the time to complete creation of those items are reduced by 50%.