

# ARTIFICER

A 13<sup>th</sup> Age implementation of the *Artificer* class

Artificers understand magic on a different level from other spell users, and do not cast spells using the traditions of wizards and clerics. They have an amazing facility with magic items and constructs, and in many ways, they keep the commerce and industry of the *Eberron* world running.

**Play style:** The artificer is designed for new or experienced players who want to take on the role of support without the complexities of preparing a spellbook or suite of prayers. Players who enjoy making lots of choices or exploring a class' potential for hidden gems may also find the artificer interesting.

**Ability Scores:** As an artificer, your abilities come from tireless research and scholarship. Add +2 to your Constitution or Intelligence so long as you haven't added to that score with your racial bonus.

**Races:** Gnomes have a knack and natural curiosity that lets them excel at artifice. Dwarves pursue the path of the artificer as an extension of their abilities at crafting and forge work. Humans and half-elves seek to understand the fundamental nature of magic and how it can be harnessed in physical form.

**Backgrounds:** Disgraced Apprentice, House Artificer, Travelling Tinker, Village Magewright, Xen'drik Antiquarian.

**Icons:** The Archmage and the Prince of Shadows are keen on artifice, while the High Druid and the Orc Lord often see the artificer as anathema to the natural order.

## Gear

As a 1<sup>st</sup> level artificer, you will have a melee weapon, decent armor, a rod implement, and other minor possessions suggested by your backgrounds. You might even have a crossbow.

If you're the diligent artificer who devotes much of their wealth to their craft, and keeps just enough to get by on, start with 25 gp. If your research is unpredictable, start with 1d6 x 10 gp.

## Armor

Artificer's generally wear lighter armor, often reinforced leather breastplates. but aren't skilled in using heavier armor as fighters and paladins can.

## ARTIFICER ARMOR AND AC

Type	Base AC
None	10
Light	12
Heavy	14 (-2 atk)
Shield	+1 (-2 atk)

## Weapons

Artificer's are familiar with a wide variety of weapons due to their craft. A respectable hammer is most common, since it doubles as a tool in a pinch. For ranged weapons, artificer's favor crossbows, as do most adventurers with limited weapon training.

## ARTIFICER MELEE WEAPONS

	One-Handed	Two-Handed
Simple	1d4 rod	1d6 staff
Light	1d6 hammer, shortsword	1d8 shortspear
Heavy	1d8 spear, warhammer (-2 atk)	1d10 maul, morningstar (-2 atk)

## ARTIFICER RANGED WEAPONS

	Thrown	Crossbow	Bow
Simple	1d4 dagger	1d4 hand crossbow	—
Light	1d6 javelin, axe	1d6 light crossbow	1d6 shortbow (-2 atk)
Heavy	—	1d8 heavy crossbow	1d8 longbow (-5 atk)

## ARTIFICER BASIC ATTACKS

### Melee Attack

*At-will*

**Attack:** Strength + Level vs. AC

**Hit:** WEAPON + Strength damage

**Miss:** -

### Ranged Attack

*At-will*

**Attack:** Dexterity + Level vs. AC

**Hit:** WEAPON + Dexterity damage

**Miss:** -

## ARTIFICER LEVEL PROGRESSION

Level	Hit Points	Feats	Talents	Craft Reserve	Active Infusions	Ability Up	Damage Bonus
1	(7 + CON mod) x 3	1A	3	3	2		Ability modifier
2	(7 + CON mod) x 4	2A	3	3	2		Ability modifier
3	(7 + CON mod) x 5	3A	3	4	3		Ability modifier
4	(7 + CON mod) x 6	4A	3	4	3	+1 to 3 abilities	Ability modifier
5	(7 + CON mod) x 8	4A, 1C	3	5	3		2 x Ability modifier
6	(7 + CON mod) x 10	4A, 2C	4	5	4		2 x Ability modifier
7	(7 + CON mod) x 12	4A, 3C	4	6	4	+1 to 3 abilities	2 x Ability modifier
8	(7 + CON mod) x 16	4A, 3C, 1E	4	6	4		3 x Ability modifier
9	(7 + CON mod) x 20	4A, 3C, 2E	4	7	5		3 x Ability modifier
10	(7 + CON mod) x 24	4A, 3C, 3E	4	7	5	+1 to 3 abilities	3 x Ability modifier

## ARTIFICER STATS

Ability Bonus	+2 Con or Int (different from racial bonus)
Initiative	+1 + Dex mod
Armor Class ( <i>light armor</i> )	12 + middle mod of Con/Dex/Wis
Physical Defense	12 + middle mod of Str/Con/Dex
Mental Defense	12 + middle mod of Int/Wis/Cha
Hit Points	3 x (7 + Con mod)
Recoveries	7
Recovery Dice	1d8 + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points
Adventurer-tier Talents	3
Adventurer-tier Feat	1

## ARTIFICER CLASS FEATURES

The artificer gains *Infusions*, *Patterns*, *Craft Reserve*, *Tinker Artifice*, and *Spellsmith* as class features. *Artifice* is a keyword type used by artificers.

### Infusions

While an artificer is not a true spellcaster, artificers do understand the fundamental nature of magical crafting and repair. He has the ability to create minor magical items, temporarily imbuing even the most mundane item with true arcane power using a combination of unguents, runes, engravings, and formulae, called *infusions*.

*Infusions* duplicate the effects of *magic oils*, and are applied (a process known as *inscribing* or *inscription*) to a weapon, an implement, or armor after a *quick rest*. A starting artificer can create *infusions* that mimic *adventurer tier oils*. At 5<sup>th</sup> level, this improves to *champion tier oils*. At 8<sup>th</sup> level, to *epic tier oils*.

An item may only be *inscribed* with a single *infusion*, and an artificer can create two active *infusions inscribed* at a time (see the *Artificer Class* chart). An *infusion* is lasts until the end a battle, or after 5 minutes, whichever comes first.

*Infusions* also augment magical auras on a *true magic* item. An *infusion* inscribed on a *true magic* item increases the potency of the *true magic* item to the next *tier* with regards to item limits. *Epic tier* items raised in this way become *iconic tier* items.

- ❖ **Adventurer Feat:** Your *infusions* are now *runic infusions*, duplicating the effects of *magic runes* rather than *magic oils*.
- ❖ **Champion Feat:** Twice per day, add your level to the roll when determining the secondary effect of your *runic infusion*.
- ❖ **Epic Feat:** Twice per day, you can create *iconic runic infusions* which grant a +4 modifier.

### Patterns

An *infusion* can be further enhanced with additional arcane formulae and trceries called *patterns*, and an *infusion* can only be enhanced with one *pattern*. A *pattern* can be *expended* to create a secondary effect. If this is done, the *infusion* ends at the start of your next turn, unless the *pattern* states otherwise.

### Craft Reserve

*Craft Reserve* points are used to power an artificer's abilities. You gain a number of *Craft Reserve* points per level (see the *Artificer Class* chart), plus you gain an *Artifice Pool* of *Craft Reserve* points equal to your Intelligence modifier.

*Craft Reserve* points are normally recovered after taking a *quick rest*, except *Craft Reserve* points used from the *Artifice Pool* can only be recovered after a *full heal up*. Additionally, *Craft Reserve* points used to create an *item* cannot be recovered until a *full heal-up* is taken.

A *full heal-up* ends all *infusions* and *patterns*, and renders your created *items* inert and useless, restoring all *Craft Reserve* points.

- ❖ **Adventurer Feat:** Increase your *Craft Reserve* amount by two.

- ❖ **Champion Feat:** You may use found (i.e. not created by you) one-shot *magic* items, such as *potions* and *oils*, to add *Craft Reserve* points to your *Artifice Pool*. *Potions* and *oils* require you roll a *normal save* (11+) for each *item*; *runes* require a *hard save* (16+). On a success, you add 1 *Craft Reserve* to your *Artifice Pool*. The *item* is consumed in the process, regardless of the outcome of the *save*.

You can gain a total amount of additional *Craft Reserve* equal to your Constitution modifier (minimum 1) between each *full heal-up*. You lose any extra *Craft Reserve* in your *Artifice Pool* when you take a *full heal-up*.

- ❖ **Epic Feat:** Once per day after a *quick rest*, you can regain 1d4+1 *Craft Reserve* you have *expended* on *items*.

### Tinker Artifice

You know how to make *eldritch trinkets*, a minor form of *eldritch machine*. This feature is nearly identical to the *wizard's Cantrip* class feature, except each cantrip is cast from a unique *eldritch trinket* that the artificer has fashioned. An artificer cannot create a *trinket of mending* (see *Spellsmith* below). *Eldritch trinkets* are *artifice* items, if a need for a roll or check is ever needed.

An artificer always uses his Intelligence modifier when a *magic item* or *artifice* item requires an ability modifier.

### Spellsmith

An artificer can use the *mending* cantrip a number of times per day equal to 2 plus his Intelligence modifier.

Additionally, you may spend a use of *mending* to help create a mundane item, such as a suit of armor, a weapon, and such like. You roll 2d20 on any crafting *skill* check, taking the higher roll. On a success, you craft the item at half the normal cost.

- ❖ **Adventurer Feat:** Once per day, you can use the 3<sup>rd</sup> level *wizard* spell *speak with item*.
- ❖ **Champion Feat:** You gain a +2 bonus to *magic item recharge* rolls.

### Artifice

Artificer created *items* with the *Artifice* tag gain a +1 bonus per tier to the attack roll and to any associated skill checks (such as ritual casting for a *ritual scroll*). *Artifice* items do not gain any additional bonus to damage. If an *artifice* item has an *infusion* placed on it, the *infusion* bonus is the bonus used.

If an *artifice* item also requires an ability modifier, such as item that duplicates an attack spell, the ability modifier bonus is also equal to the *artifice* bonus.

## ARTIFICER CLASS TALENTS

Choose three talents. You gain an additional talent at 6<sup>th</sup> level.

### Alchemist

You gain the ability to create *alchemical mixtures*, one-use consumables which include *magic potions* and *oils*, *alchemical volatives*, and *curative elixirs*. An alchemist begins knowing the formulas to create *adventurer tier alchemical mixtures*. At 5<sup>th</sup> level, an alchemist can create *champion tier alchemical mixtures*, and at 8<sup>th</sup> level, he can create *epic tier alchemical mixtures*. At the end of a *quick rest*, you can spend *Craft Reserve* to create one or more *alchemical mixtures*.

You can spend 1 *Craft Reserve* per tier to create any *alchemical mixture* except *curative elixirs*. You spend 2 *Craft Reserve* plus 1 *Craft Reserve* per tier to create a *curative elixir*.

### ALCHEMICAL VOLATIVE

*Special:* An *alchemical volative* is a *simple ranged* weapon. Choose *cold*, *fire*, or *thunder* damage at the time of creation.

**Targets:** 1d3 enemies in a group up to *far away* (-2 to attack rolls against *far away* targets)

**Attack:** Ranged basic attack, *artifice*

*Artifice:* The item gains a +1 bonus per tier to the attack roll or skill check, and any required ability modifier is equal to +1 per tier.

**Hit:** 3d10 (*acid, cold, fire, lightning, or thunder*) damage

*Champion:* 2d6x5 damage

*Epic:* 3d4x10 damage

**Miss:** the target takes *half* damage; on a *natural miss* of 1 or 2, the attacker takes *half* damage instead.

**Effect:** On a *natural 16+* hit, the target takes *ongoing 5* damage of the chosen type (*thunder* deals *lightning ongoing* damage).

*Champion:* ongoing 10

*Epic:* ongoing 15

You learn the alchemical formula for the creation of *curative elixirs*. A *curative elixir* is an *artifice potion* that duplicates the effects of the *Cure Wounds* spell with the imbiber as the target. The *adventurer tier elixir* is 3<sup>rd</sup> level, *champion tier* is 7<sup>th</sup> level, and *epic tier* is 9<sup>th</sup> level in efficacy.

*Alchemical mixtures* are **items**, and can be used by anyone who possesses it. An *alchemical mixture* is consumed immediately the first time it is used. As an item, *Craft Reserve* points expended to create an *alchemical mixture* do not *recharge* until the *alchemical mixture* is used and a *full heal up* is taken.

❖ **Adventurer Feat:** When you create a *potion, volative, or elixir*, you can instead create *alchemical shot*. *Alchemical shot* can then be fired from a ranged weapon. *Alchemical shot* is an *artifice* item.

A ranged attack with an *elixir* or *potion alchemical shot* may target **PD**. On a hit with, the attack deals no weapon damage. Instead the target is affected by the *shot* as if he had drunk the *potion* or *elixir*.

*Volative shot* can only target one enemy, and deals half ranged weapon damage plus the *volative's* damage on a hit. On a *natural 16+* hit, you double the *ongoing* damage. A *miss* deals normal weapon *miss* damage.

*Magic oils* cannot be created into *alchemical shot*.

❖ **Champion Feat:** Twice per day, when you spend *Craft Reserve* to create an *adventurer tier volative, potion* or *oil*, you create two *alchemical items* of the same type.

❖ **Epic Feat:** As the *champion* feat, except you can use the feat ability when you create a *champion tier volative, potion* or *oil*.

### Battlefront Artificer

You learn the *blast scepter, eternal wand, and reactive patterns*.

When you *inscribe* an *infusion*, you can spend an additional 1 *Craft Reserve* per tier to create a *blast scepter, eternal wand, or reactive pattern*.

A *reactive pattern* can only be created on weapons, and the *blast scepter* and *eternal wand patterns* can only be created on spell implements.

❖ **Champion Feat:** When *expended*, your *battlefront artificer pattern* powers become **Cyclic** (use **once** per battle OR **at-will** when the *escalation die* is *even*) for this battle. The **infusion** is *expended* once you are no longer able to use the *pattern's* power.

### BLAST SCEPTER PATTERN

**Expend:** *Standard* action. You use the *blast scepter* power.

#### Blast Scepter

*Close-quarters* power

**Targets:** 1 + your Intelligence modifier *nearby* enemies.

**Attack:** Intelligence + Level vs. **PD, artifice**

*Artifice:* The item gains a +1 bonus per tier to the attack roll or skill check, and any required ability modifier is equal to +1 per tier.

**Hit:** 4d10 *force* damage.

*Champion:* 10d12 damage.

*Epic:* 3d6 x 10 damage.

❖ **Adventurer Feat:** On a *natural even* hit, the target is *pops free* from any *engaged* enemies.

❖ **Champion Feat:** On a *miss, blast scepter* now deals *miss* damage equal to your level.

❖ **Epic Feat:** Increase the number of targets by 1.

### ETERNAL WAND PATTERN

**Expend:** *Standard* action. You cast the *eternal wand* spell.

#### Eternal Wand

*Ranged* spell

**Target:** One *nearby* or *far away* enemy; *chain* spell

*Chain Spell:* Each time you make a *natural even* attack roll, you can attack a different target with the spell.

**Attack:** Intelligence + Level vs. **PD, artifice**

*Artifice:* The item gains a +1 bonus per tier to the attack roll or skill check, and any required ability modifier is equal to +1 per tier.

**Hit:** 7d6 *force* damage.

**Miss:** Half damage.

*Champion:* 10d10 damage.

*Epic:* 2d8 x 10 damage.

❖ **Adventurer Feat:** Once per battle, you can *reroll* one of your *eternal wand* attacks rolls.

❖ **Champion Feat:** A *natural even* hit also deals 10 *ongoing force* damage. At 8<sup>th</sup> level, it increases to 20 *ongoing force* damage

❖ **Epic Feat:** On a *natural 16+* hit, the target is also *dazed* (*save ends*)

### REACTIVE PATTERN

Choose *force, lightning, or thunder* damage at the time of creation. All attacks with this item deal damage of the chosen type.

Once per battle, when you declare a weapon attack, you can *expend* the *pattern* as a *free* action. On a *hit*, you deal an additional 1d6 *force, lightning, or thunder* damage. On a *miss*, you take damage equal to the target's level from *botched feedback*. A *champion-tier reactive pattern* deals 3d6 additional damage, and an *epic-tier reactive pattern* deals 5d6 additional damage.

❖ **Adventurer Feat:** On a *hit*, the target *pops free* from you.

❖ **Champion Feat:** On a *natural even* hit, the target is also *dazed* until the end of your next turn.

❖ **Epic Feat:** The additional damage dice of the *reactive pattern* increase to d8s.

### Elemental Binder

You gain the ability to summoning and bind a *minor* elemental into an *infusion*, creating a *bound elemental pattern*.

When you *inscribe* an *infusion*, you can spend additional 1 *Craft Reserve* per tier to create a *bound elemental pattern*. Choose *air, earth, fire, or water* elemental at the time of creation.

❖ **Adventurer Feat:** Once per day, when you *expend* a *bound elemental pattern*, it lasts one additional round.

❖ **Champion Feat:** You may now *inscribe* *Armor bound elemental patterns* onto mundane items. The *infusion* bonus may be used on skill checks applicable to the type of elemental bound (swim checks for water, endurance checks for earth, etc.).

❖ **Epic Feat:** You can spend an additional 1 *Craft Reserve* to bind a second elemental into a *bound elemental pattern*. Your *bound elemental pattern* now grants both *pattern effects* (if different), and each elemental can be *expended* once before the *pattern* is considered *expended*.

### BOUND ELEMENTAL PATTERN (Weapon/Implement)

**Effect:** By elemental type.

❖ **Air:** All damage dealt by attacks with this item is *cold* damage.

❖ **Earth:** All damage dealt by attacks with this item is *thunder* damage.

❖ **Fire:** All damage dealt by attacks with this item is *fire* damage.

- ❖ **Water:** All damage dealt by attacks with this item is *cold* damage.

**Expend:** Quick action. By elemental type.

- ❖ **Air:** Attacks with this weapon or implement has its *crit* range increased by two until the end of your next turn.
  - *Champion:* The weapon or implement attack can now target **PD**.
  - *Epic:* Increase *crit* range by three
- ❖ **Earth:** Increase the damage die of attacks made with this weapon or implement by one size (**d4** to **d6**, **d6** to **d8**, etc) against *non-flying* enemies until the end of your next turn.
  - *Champion:* The weapon or implement does triple damage on a *crit* against *non-flying* enemies.
  - *Epic:* Increase damage die two sizes.
- ❖ **Fire:** Until the end of your next turn, a *natural even* hit with this weapon or implement causes **5 ongoing fire** damage to the target.
  - *Champion:* Increase to **10 ongoing** damage.
  - *Epic:* Increase to **15 ongoing** damage.
- ❖ **Water:** Until the end of the your next turn, attacks made with this weapon or implement may target **1d2** additional targets.
  - *Champion:* On a *natural even* hit, the target is *stuck* (*save ends*).
  - *Epic:* Increase the number of additional targets to **1d2+1**.

### BOUND ELEMENTAL PATTERN (Armor)

**Effect:** By elemental type.

- ❖ **Air:** You can make one *disengage* check per round as a *free* action on your turn.
    - *Epic:* You can now make two *disengage* checks per round as *free* actions.
  - ❖ **Earth:** You gain **3d8** temporary hit points.
    - *Champion:* Increase to **4d10** temporary hit points.
    - *Epic:* Increase to **5d12** temporary hit points.
  - ❖ **Fire:** You gain *Resist Cold* and *Resist Fire* as a *Resistance Potion* equal to the *pattern's* tier.
  - ❖ **Water:** You gain *water-breathing* (as the 5<sup>th</sup> level Wizard utility spell).
- Expend:** Quick action. By elemental type.
- ❖ **Air:** Until the end of your next turn, you gain *flight* (as the 7<sup>th</sup> level Wizard spell).
    - *Champion:* You gain an additional *move* action to use this turn.
    - *Epic:* *Flight* lasts until the end of the battle.
  - ❖ **Earth:** You gain *burrowing* (as the monster movement ability) until the end of your next turn.
    - *Champion:* You immediately *rally* (no check required).
    - *Epic:* *Burrowing* lasts until the end of the battle.
  - ❖ **Fire:** Until the end of your next turn, when an attacker *hits* or *misses* you with a *melee* attack, you deal **2d6 fire** damage to the attacker (
    - *Champion:* Increase the damage to **2d8 fire** damage.
    - *Epic:* Increase the damage to **3d10 fire** damage.
  - ❖ **Water:** Until the end of the your next turn, your movement does not trigger opportunity attacks.
    - *Epic:* Until the end of the battle, your movement does not trigger opportunity attacks.

### Schema Artisan

You gain the ability to create *schemas*, which is an interconnected series of matrixes that can contain two or more *patterns*. Creating a *schema* also adds some stability to the contained *patterns*.

When you *inscribe* an *pattern*, you can spend 2 *Craft Reserve* to create a *schema*. Add a second *pattern* to the item at the normal cost in *Craft Reserve*. Each *pattern* can be *expended* separately.

*Craft Reserve* used to create a *schema* and all contained *patterns* do not *recharge* until the last *pattern* contained in the *schema* is *expended* and you take a *full heal-up*.

### SCHEMA

**Effect:** When *expended*, *patterns* contained in the *schema* gain **Cyclic** (use **once** per battle OR **at-will** when the *escalation die* is *even*) for this battle. The **infusion** is *expended* once you are no longer able to use any *pattern* power.

If one or more *patterns* is already **Cyclic**, then you can use one *pattern* power twice this battle.

- ❖ **Champion Feat:** You can spend an additional 2 *Craft Reserve* to add a 3<sup>rd</sup> *pattern* to the *schema*.

### Scrivener

You gain the ability to create *scrolls*. When you gain the talent, you learn 2 spells from any class's spell list. You can only use these spells to create *scrolls*.

You spend 1 *Craft Reserve* plus 1 *Craft Reserve* per tier of the spell you want to create a *scroll*, up to your level.

An artificer created *scroll* is an *artifice item*, and is consumed immediately after it is used. As an *item*, *Craft Reserve* points *expended* to create a *scroll* do not *recharge* until a *full heal up* is taken.

- ❖ **Adventurer Feat:** You learn an additional spell from any class's spell list to create *scrolls*.
- ❖ **Champion Feat:** You learn an additional spell from any class's spell list to create *scrolls*.
- ❖ **Epic Feat:** You learn an additional spell from any class's spell list to create *scrolls*.

### Crafting Artifice

You have the ability to create *eldritch devices*, a lesser form of an *eldritch machine*. When you gain the talent, you learn 2 spells from any class's spell list. You can only use these spells to create *eldritch devices*.

You spend 2 *Craft Reserve* plus 1 *Craft Reserve* per tier of the *eldritch device*. The *adventurer* tier *eldritch device* cast the spell at 3<sup>rd</sup> level, *champion* tier *eldritch device* cast the spell at 7<sup>th</sup> level, and *epic* tier *eldritch devices* cast the spell at 9<sup>th</sup> level.

An *eldritch device* is an *artifice item*, and can be used by anyone to cast the imbedded spell as if he was a spellcaster. An *eldritch device* is consumed immediately the first time it is used. As an *item*, *Craft Reserve* points *expended* to create an *eldritch device* do not *recharge* until a *full heal up* is taken.

- ❖ **Adventurer Feat:** You learn an additional spell of from any class's spell list to create *eldritch devices*.
- ❖ **Champion Feat:** You learn an additional spell from any class's spell list to create *eldritch devices*.
- ❖ **Epic Feat:** You learn an additional spell from any class's spell list to create *eldritch devices*.

### Trap Sense

This is identical to the **Rogue's** *Trap Sense* talent.

### Mechanist Apprentice

You can wear *heavy* armor without penalty.

Once per round, you can spend a use of *mending* (see *Spellsmith* class feature) to *repair* or *disrupt* a *construct*.

As a *standard* action you can spend a use of *mending* to *repair* an *adjacent construct*. It regains **2d12** hit points.

When you make a *melee basic attack*, before you roll the attack die, as a *quick* action you can spend a use of *mending* to *disrupt* a *construct*. On a hit, you deal **2d12** additional damage.

*Special:* Feats taken with *Mechanist Apprentice* are enhanced when either or both of the *Adept* talents are taken.

- ❖ **Adventurer Feat:** When you *repair* or *disrupt* a *construct*, you add your Constitution modifier (minimum 1) to the *repair* or *disrupt*. At 5<sup>th</sup> level add double your Constitution modifier. At 8<sup>th</sup>, add triple.
  - **Spellsmith Mechanist Adept:** You gain a *lesser homunculus*. This is identical to the **wizard Familiar** talent, except you cannot take any feats from the **wizard** talent.

- *Augmented Mechanist Adept*: You gain a +1 bonus to PD.
- ❖ **Champion Feat**: An *apprentice* gains a +1 bonus to AC.
- *Spellsmith Mechanist Adept*: You may add one additional *familiar* ability to either your *lesser* or *greater homunculi*.
- *Augmented Mechanist Adept*: Constructs are *vulnerable* to your *warhand* attacks.
- ❖ **Epic Feat**: When you *repair* or *disrupt* a *construct*, you add **2d12** plus your level to the *repair* or *disrupt*.
- *Spellsmith Mechanist Adept*: You add an additional **1d12** (**5d12** total) when you *repair* a *construct*.
- *Augmented Mechanist Adept*: Your *warhand* damage increases to **2d6**.

### Spellsmith Mechanist Adept

*Special*: You must have *Mechanist Apprentice* before you can take *Spellsmith Mechanist Adept*.

You gain a *greater homunculus*. This is identical to the **Ranger's Animal Companion** talent, except that the companion is obviously a *construct* in general appearance, similar to that of a golem or automaton.

The *Animal Companion* **Champion Feat** "Your Lethal Hunter talent also applies to your animal companion" is replaced with the **Champion Feat** "You may add one *familiar* ability to your *greater homunculus*".

When you use the *Mechanist Apprentice* ability to *repair* a *construct*, the target regains an additional **2d12** hit points (**4d12** total).

### Augmented Mechanist Adept

*Special*: You must have *Mechanist Apprentice* before you can take *Augmented Mechanist Adept*.

You gain the *construct* type, and one battle per day, you can use the *Forgeborn* racial ability, **Never Say Die**.

You become proficient in *heavy, one-handed melee weapons*. Additionally, you have enhanced one of your arms with a *construct gauntlet* called a *warhand*.

A *warhand* is a fully functioning, massive, artificial *construct* forearm you have purposefully grafted on to your body. A *warhand* is a *heavy, one-handed melee weapon* that does **1d10** damage. It is also an *artifice* item, starting at *adventurer* tier (and a +1 bonus to attack rolls), and increasing in power along with you. At 5<sup>th</sup> level, it becomes a *champion* tier *artifice* item, and at 8<sup>th</sup> level, it becomes an *epic* tier item.

In addition to using the *Mechanist Apprentice* talent power to *disrupt constructs*, you can also use the power to bypass armor. If you expend a use of *mending* to *disrupt*, you can target **PD** instead of **AC** with your *warhand* *melee basic attack*, but you do not gain the additional damage granted by the talent power. The target does not have to be a *construct* for this second ability to be used.