

## Artificer

Artificers worship the father of constructs, *Golem*. These tinkers take it upon themselves to repair that which is broken, and make sure no building materials go to waste. In tune with the earth, they take only what is necessary to complete their current project.

The artificer is a deific order of the cleric class.

**Limit Breaks (Su):** At 1st level, the artificer receives the Limit Breaks (Golem's Aegis and Overdrive).

*Golem's Aegis (Su):* This Limit Break shields the artificer and his allies within 30 ft. with a rocky barrier, granting DR/- 2 and 1d6 temporary hit points. The DR increases by 2 and the temporary hit points increase by 1d6 every four cleric levels after the 1st. These benefits last for 1 round plus 1 round per four cleric levels after the 1st. This limit break requires only a swift action.

*Overdrive (Su):* This Limit Break increases the overall combat effectiveness of the artificer's construct. For the duration of 1 round + 1 round per four cleric levels after 1st, the construct gains a 1 DR/- that stacks with its normal DR and a +2 enhancement bonus to Strength and Dexterity. These bonuses increase by said amount per four cleric levels after 1st. This limit break requires only a swift action.

**Spells:** An artificer casts geomancer spells which are drawn from the [geomancer spell list](#). An artificer begins play with 3 1st level geomancer spells of his choice. The artificer also selects a number of additional 1st-level spells equal to his Wisdom modifier to add to his list of spells. Each time a character attains a new cleric level, he gains two spells of his choice to add to his list of spells. The two free spells must be of spell levels he can cast. Like most mages, an artificer can find or purchase scrolls with spells to add to his repertoire.

To learn or cast a geomancer spell, the artificer must have a Wisdom score equal to at least 10 + the spell level (Wis 11 for 1st-level spells, Wis 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against an artificer's spell is 10 + the spell level + his Wisdom modifier. In addition, an artificer gains additional MP for having a high attribute (Wisdom).

**Class Skills:** An artificer adds Repair to his list of class skills. In addition, he gains a bonus on Knowledge (Engineering) checks equal to half his cleric level.

**Favored Weapon:** An artificer adds warhammers to his list of weapon proficiencies.

**Domains:** An artificer gains access to two of the following [domains](#): Artifice, Earth, Law, Protection.

**Deity Abilities:** An artificer gains the following abilities from his deity as he increases in level.

**Construct (Ex):** At 1st level, an artificer builds a construct in the image of his patron deity. This construct functions similarly to an engineer's [automaton](#), with some differences. This construct is always humanoid in design, and may be made from stone, sand, or metal. The construct does not gain the Share Trick ability, has Wind Vulnerability, and gains upgrades at different levels from the engineer's automaton. It otherwise uses the exact same rules. A humanoid Construct has arms and hands.

**Size:** Medium; **Speed:** 30 ft.; **AC:** (see armor plating); **Attack:** slam (1d4); **Ability Scores:** Str 16, Dex 14, Con –, Int –, Wis 10, Cha 10; **Special Qualities:** Construct traits, Wind Vulnerability, Critical Hit Vulnerability.

*Vulnerable to Wind:* Constructs take 150% as much damage as normal from wind damage, unless they are immune to wind via other special defenses.

*Construct Upgrades:* An artificer upgrades his construct at the levels listed in his deific order abilities.

**Sturdy Stone (Su):** At 3rd level, an artificer adds his Charisma modifier as a sacred bonus to CMD when standing on the ground.

**Construct Upgrade 1 (Ex):** At 6th level, the artificer may add the first upgrade to his construct. Adding the first upgrade to a Construct creates a telepathic link between the artificer and his creation. They can mentally communicate across any distance as long as they remain on the same plane. Communicating in this way is a free action. The artificer may choose to increase his Construct by one size category, granting it a +4 size bonus to Strength and 10 additional hit points based on its size. In addition, it gains DR 5/- and the artificer may add a +2 equipment bonus to Strength or Dexterity to his construct.

**Maker's Hands (Su):** At 9th level, once per day, an artificer may roll twice on any one Craft or Spellcraft check and take the better result. The artificer must decide to use this ability before the roll is made. He may only use this ability once on a single skill check made during downtime, such as for making magic or mundane items, but no checks that takes longer than one day.

**Construct Upgrade 2 (Ex):** At 12th level, the artificer may add the second upgrade to his construct. Adding the second upgrade allows the Construct to make a second natural attack (as base form) during a full attack at the Construct's highest base attack bonus. It also gains a bonus feat from the following list, even if it would not normally qualify: Great Fortitude, Lightning Reflexes, Power Attack, or Toughness. In addition, the artificer may add a +2 equipment bonus to Strength or Dexterity to his construct.

**Constructor (Ex):** At 15th level, an artificer gains [Craft Construct](#) as a bonus feat, even if he does not meet the requirements. If he already has this feat, he may select another Item Creation feat for which he meets the requirements.

**Construct Upgrade 3 (Ex):** At 18th level, the artificer may add the third upgrade to his construct. Adding the third upgrade to the Construct grants it the use of an elemental energy attack. At the time of the upgrade the artificer picks either a 60 ft. line or 30 ft. cone, inflicting 4d6 points of earth damage plus an additional 1d6 points of damage for every 2 HD the Construct possesses. A successful Reflex save (DC 10 + 1 per 2 HD the Construct possesses) halves the damage. This ability is usable once every 1d4 rounds and cannot be changed until the Construct is upgraded again. In addition, the artificer can choose to increase his Construct by one size category, granting it an additional +4 size bonus to Strength and 10 additional hit points based on its size. The maximum size of a Construct is Huge. The Construct also gains the Grab special attack on all of its slam attacks. In addition, the artificer may add a +2 equipment bonus to Strength or Dexterity to his construct.

**Construct Divine Upgrade (Ex):** At 20th level, an artificer adds the fourth upgrade to his construct. Adding the fourth upgrade gives the Construct an Intelligence score of 10. It can now act upon its own volition, becoming a divine conduit for Golem, able to communicate the deity's will. The Construct gains an alignment of Lawful Neutral, the same as Golem, but it still acts according to the intention of its creator. It gains feats appropriate to its hit dice and 2 skill points per hit dice, treating any skill the artificer has ranks in as a class skill. In addition, the Construct's DR increases to 10/- and the artificer may add a +2 equipment bonus to Strength or Dexterity to his construct.