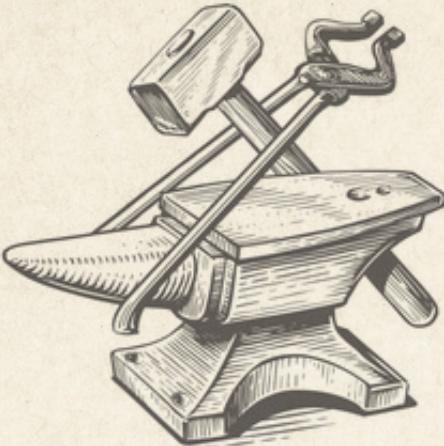


Artificer

ARTIST: JUSTINE FLORENTINO

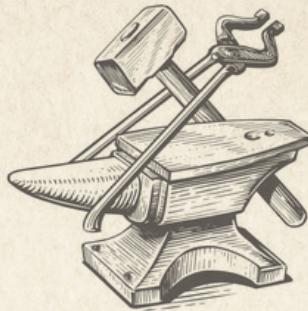


They call me when the airship stalls mid-descent, when the arcane relay spirals out of phase, or when the golem starts speaking in languages it wasn't programmed to know. Don't mind the dents—took a few kicks to get her started, is all. Still works lovely. Just... don't stand too close when she hums like that, and if she starts whistling in B flat—*RUN!*

Your workshop might be a cluttered shrine to chaos or an immaculate studio thrumming with pristine energy—whatever the setting, the Artificer gets to work. Some call you a mad tinkerer—a hazard to public safety. Others speak in hushed awe of your sleek designs, machines tuned with impossible precision.

Your genius is fueled by raw instinct and sharpened calculation. You don't build for show. You don't build for fame. You build because it's who you are—and the world needs what you can make.

- **Engineer the Impossible.** Wield creations that defy reality—from mana-forged blades, to gravity-snaring tethercoils, and boots that laugh at gravity.
- **Power at a Price.** Mana Dice fuel your creations. The more you roll, the more they deliver—but push too far and your gear might rebel. Malfunctions, explosions, and rogue constructs are just the cost of dancing on the edge of genius.
- **Tinker's Instinct.** Retool gadgets mid-battle or improvising fixes under fire. Whether it's a jury-rigged patch or a flawless recalibration, you adapt your arsenal with a spark of chaos or a surgeon's precision, always one step ahead of disaster.



ARTIFICER

Key Stats: INT, STR **Hit Die:** 1d8 **Starting HP:** 13

Saves: INT+, WIL- **Armor:** Inventions **Weapons:** Inventions

Starting Gear: Weapon Prototype, Armor Prototype, Wrench, Notebook

LEVEL 1 **Thunder Gauntlets Prototype.** (Reach 4) 1d4+INT. You may roll 1 additional d4 for damage, if you do, for each 1 rolled, you are pushed back 1 space and knocked Prone.
Armor Prototype. INT+DEX armor.

LEVEL 2 **Thunder Gauntlets.** Your Thunder Gauntlet Prototype becomes Thunder Gauntlets.
Eureka! Choose 1 Invention or Gadget.

Mana Accumulator. Create a device that absorbs ambient magic to power your inventions. You can carry with it a max of STR Mana Dice (d4s), it fully recharges at the end of your turns.



Powering Inventions: When using an invention, you may expend any amount of available Mana Dice. The more you utilize at a time, the greater the effect—but the greater the risk. If ANY die rolls a number less than or equal to the total number of dice, the invention overloads, triggering a mishap.

Example. If you spend 2 mana dice at a time, if any die rolls 2 or less you get a mishap!

Reconfigure! You may choose different Artificer options whenever you tinker at your workshop during a Safe Rest.

LEVEL 3 **Subclass.** Choose a subclass.

Constant Tinkering. Upgrade 1 Invention or Gadget.

I've Got JUST the thing! (1/Safe Rest) You pull a simple mechanical contraption out of your pack that is JUST the thing needed for the moment (where something like that could help).

LEVEL 4 **Eureka!** Choose 1 Invention or Gadget.

Constant Tinkering. Upgrade 1 Invention or Gadget.

+Key Stat. +1 INT or STR.

LEVEL 5 **Tuned Mana Condenser.** Your Mana Dice become d6s.

Constant Tinkering. Upgrade 1 Invention or Gadget.

+Secondary Stat. +1 DEX or WIL.

- LEVEL 6** **Eureka!** Choose 1 Invention or Gadget.
Percussive Maintenance. (1/encounter) When you would experience a mishap, you may first increase 1 Mana Die by 1.
Constant Tinkering. Upgrade 1 Invention or Gadget.
- LEVEL 7** **Subclass.** Gain your subclass feature.
Constant Tinkering. Upgrade 1 Invention or Gadget.
- LEVEL 8** **Eureka!** Choose 1 Invention or Gadget.
Constant Tinkering. Upgrade 1 Invention or Gadget.
+Key Stat. +1 INT or STR.
- LEVEL 9** **Mana Recovery Valve.** After a mishap, gain advantage on your next Mana Die roll this encounter.
Constant Tinkering. Upgrade 1 Invention or Gadget.
+Secondary Stat. +1 DEX or WIL.
- LEVEL 10** **Tuned Mana Condenser.** Your Mana Dice become d8s.
Constant Tinkering. Upgrade 1 Invention or Gadget
- LEVEL 11** **Subclass.** Gain your Artificer subclass feature.
Constant Tinkering. Upgrade 1 Invention or Gadget.
- LEVEL 12** **Eureka!** Choose 1 Invention or Gadget.
Constant Tinkering. Upgrade 1 Invention or Gadget.
+Key Stat. +1 INT or STR.
- LEVEL 13** **Optimized Mana Compression.** +1 max Mana Die.
Constant Tinkering. Upgrade 1 Invention or Gadget.
+Secondary Stat. +1 DEX or WIL.
- LEVEL 14** **Tuned Mana Condenser.** Your Mana Dice become d10s.
Constant Tinkering. Upgrade 1 Invention or Gadget.
- LEVEL 15** **Subclass.** Gain your subclass feature.
Constant Tinkering. Upgrade 1 Invention or Gadget.
- LEVEL 16** **Eureka!** Choose 1 Invention or Gadget.
Constant Tinkering. Upgrade 1 Invention or Gadget.
+Key Stat. +1 INT or STR.
- LEVEL 17** **Constant Tinkering.** Upgrade 1 Invention or Gadget.
+Secondary Stat. +1 DEX or WIL.
- LEVEL 18** **Constant Tinkering.** Upgrade 1 Invention or Gadget.
Prime Configuration. +1 max Mana Die.
- LEVEL 19** **Epic Boon.** Choose an Epic Boon (see pg. 23 of the GM's Guide).
- LEVEL 20** **Grand Mechanist.** Increase any 2 stats by 1. 1/encounter, you may reroll any Mana Dice, replacing them with d20s.

MAJOR INVENTIONS

Damage type? Whenever you create or upgrade an invention you can choose a reasonable damage type. Lightning, Fire, or Piercing damage for the Manabolt Cannon? Makes sense! Necrotic or Ice? Maybe, check with your GM!

Make it your own! If you'd rather have a chainsaw sword rather than a mana blade, go for it! The Mana Dice can be "Rev Dice" as you rev up the engine before slicing. Or if you prefer more of a steampunk aesthetic, or magitech, or anything else—feel free to flavor the inventions in a way that suits you best.



Thunder Gauntlets

Range 4, 1d6+INT damage

Deal extra damage equal to sum of the dice rolled and push a Medium or smaller target 1 space for each Mana Die. **Upgrades:**

- **Kinetic Redirect.** (1/round) Move target any direction instead.
- **Paired Resonators.** Gain Dual Wielding.
- **Extended Arc Coils.** Gain Reach 6 instead.



Mishap: Recoil. You are also knocked back the same distance, landing Prone.



Manabolt Cannon

Range 8, 2 Actions, 1d12 Damage. (req 1+ Mana Dice)

Add INT to each Mana Die rolled and deal that much extra damage to your target and ALL creatures between you and it. **Upgrades:**

- **Amplified Conduit.** +4 Range and +2 damage for each Mana Die.
- **Selective Arc Filter.** Damage can bypass 1 creature.
- **Overload Dampener.** -3 repair DC. If you get a 20 or more, gain 1 action back.



Mishap: Arcane Overload. After the attack, suffer 2 damage per Mana Die rolled, the weapon becomes inoperable (req. DC 12 Finesse check to fix).



Manablade

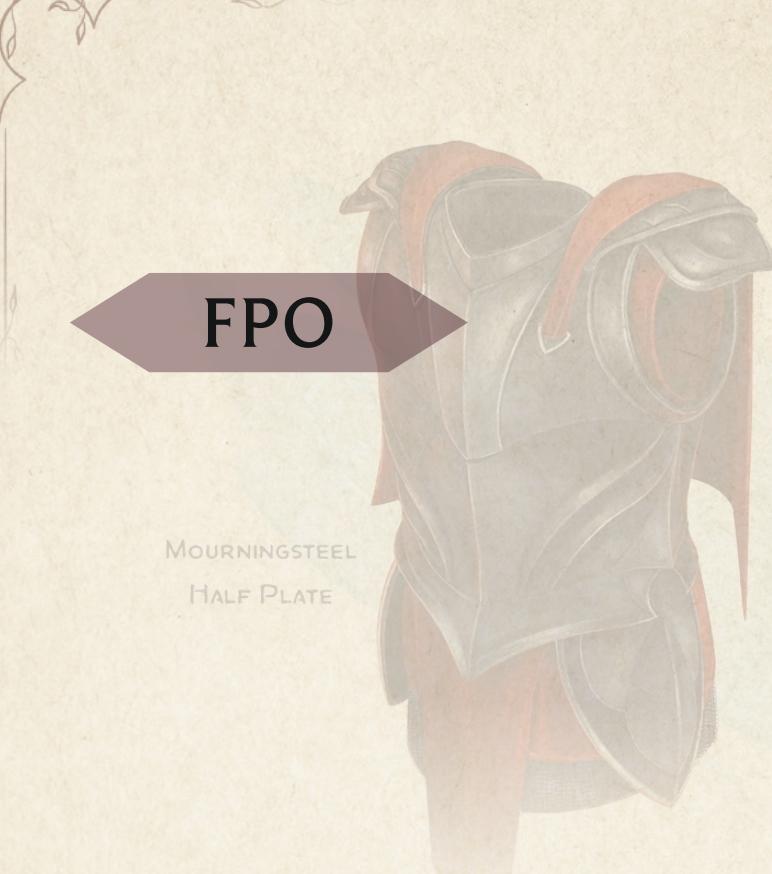
Reach 1 (req 1+ Mana Dice)

Deal damage equal to $2 \times (\text{the sum of the Mana Dice rolled} + \text{STR})$. Treat Heavy armor as Medium, and Medium as unarmored. **Upgrades:**

- **Stabilized Mana Core.** Roll with advantage.
- **Arc Module.** (1/round) strike +1 target adjacent to the first.
- **Streamlined Ignition.** -3 repair DC. If you get a 20 or more, gain 1 action back.



Mishap: Arcane Rebound. Afterwards, suffer damage equal to the sum rolled, and the blade becomes inoperable (req. DC 12 Arcana check to fix).



FPO

MOURNINGSTEEL

HALF PLATE

Manaforged Plate

8+STR armor.

Autoshields. (1/round) Reduce damage of an attack by INT for free. **Mana Infusion.**

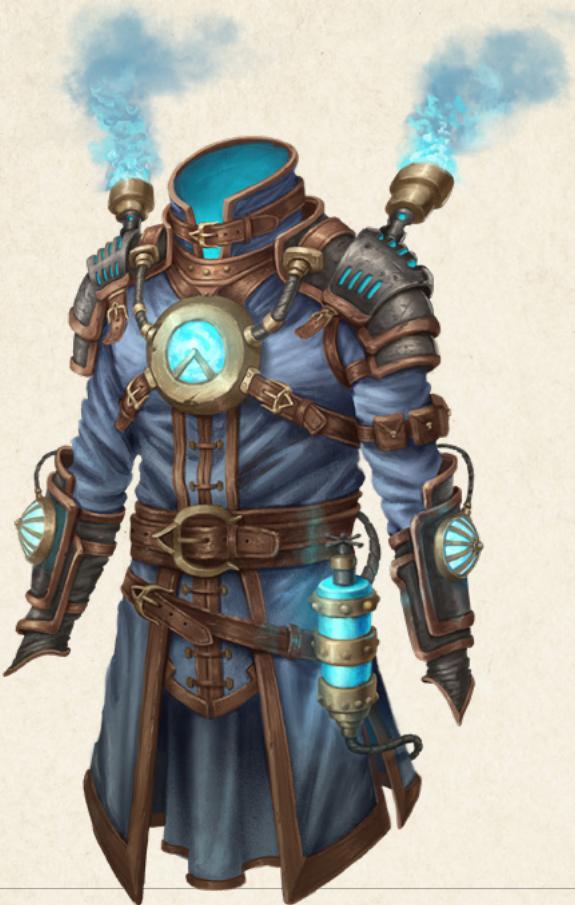
When you Defend, gain 2×STR armor per Mana Die spent. **Upgrades:**

- **Reactive Armor.** You may also knock an adjacent Medium or smaller creature back 1 space for each Mana Die rolled. If you spent 2 or Mana Dice, you may knock them Prone also.
- **Ablative Coating.** (1/encounter) When a creature moves you against your will, move them the same distance in the opposite direction also (Large creatures are moved half as far).
- **Angled Deflectors.** (Passive) +2 Armor.



Mishap: Armor Lockup! Restrained (escape DC:10).

Note. Only 1 kind of armor can be worn at a time!



Aethertuned Jerkin

1+INT+DEX armor.

Aetheric Thrusters. +1 Speed and +1 Initiative while wearing this armor. **Tuned Thrusters.** When you Defend, first move 1 space per Mana Die spent (if this puts you out of line of sight/Reach/Range, the attack misses). **Upgrades:**

- **Autothrusters.** If you spend 2 or more Mana Dice when you Defend, do so for free.
- **Chronoshard Modulator.** (1/encounter) When crit, gain 1 action.
- **Passive Sensors.** +INT to your Initiative.



Mishap. Tumble! Land Prone within 2 spaces of where you intended destination (chosen by the GM) instead.

Note. Only 1 kind of armor can be worn at a time!

GADGETS

Gadgets are consumable items that you can remake on a Safe Rest.
Each upgrade can be chosen a max of 1 time.

Stim Pack

Reach 4. 2 uses/Safe Rest.

Send a construct to heal a target for INT d8 HP, they gain 1 action. At the end of their turn they must make a DC 16 STR save or become Dazed. **UPGRADES:**

- **Long-Range Construct.** +4 Reach.
- **Reduced Side Effects.** -4 Save DC.
- **Enhanced Stimulants.** 2x heal, gain 1 Wound.
- **Improved Dosing.** +1 Stim Pack.

Homing Missile

Range 8. 2 uses/Safe Rest.

Fire off an explosive projectile to inerrantly strike a target. It deals 1d20 damage, ignoring cover, does not miss on a 1. **UPGRADES:**

- **Long-Range Thrusters:** +4 Range.
- **Reliable Explosives:** Roll with advantage.
- **Reusable Parts.** +1 use/safe rest

Scrapbot Swarm

Reach 4. 2 uses/Safe Rest, 2 Actions.

Let loose INT+STR tiny constructs, each deals 1d6 damage to any target within Reach 4. **UPGRADES:**

- **Dense Swarm.** +2 constructs.
- **Sharpened Scrap.** Increment the damage dice.
- **Hearty Scrap.** +1 use/safe rest.

Safety Buddy

2 uses/Safe Rest.

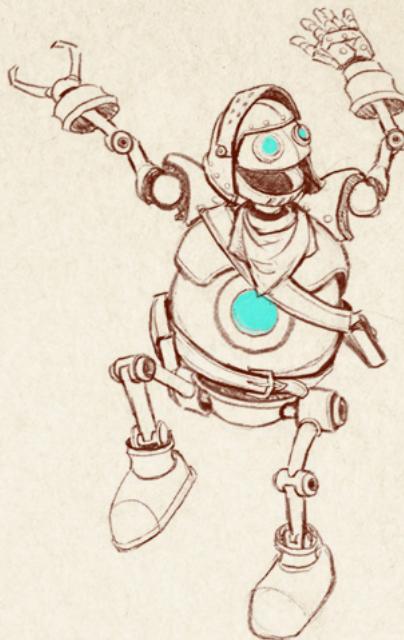
When you use Interpose: Summon a 1 hp single-use construct to Interpose for an ally within Reach 2 instead of you. **UPGRADES:**

- **Advanced Propulsion System.** +2 Reach.
- **Explosive Framework.** INTd6 to attacker, they gain Smoldering.
- **Reusable Parts.** +1 Safety buddy

Propulsive Boots

3 uses/Safe Rest. Move for free, gain flying until the end of your turn.

- **Enhanced Fuel Reserves.** +1 use/Safe Rest.
- **Tuned Thrusters.** +INT speed moving this way.



SUBCLASSES

GADGETEER

LEVEL 3

Gadgeteer. Invent the Cheerbot gadget.

LEVEL 7

Improvised Tinkering. (INT/Safe Rest) you can use any Gadget without using a charge (even if you have not invented it or have no more charges remaining).

LEVEL 11

Always be prepared! (1/encounter) You can use *Improvised Tinkering* without spending an action.

LEVEL 15

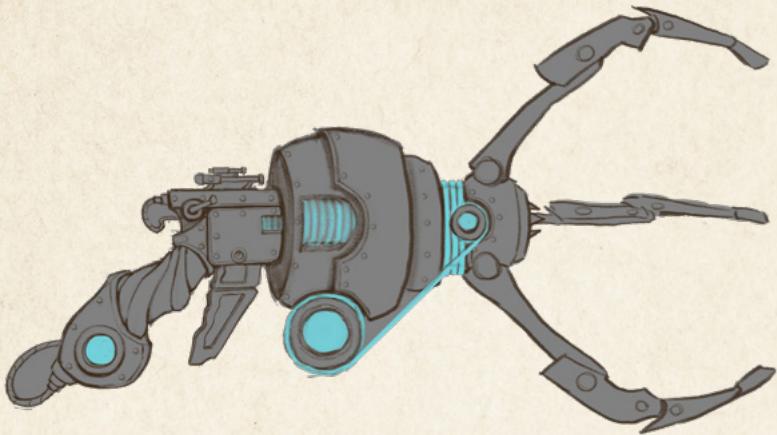
Tinkermaster. +1 use/Safe Rest to all gadgets you have invented.

Cheer Bot

1 use/Safe Rest.

Action: Place a stationary 1 HP construct adjacent to yourself. Friendly creatures within Reach 12 of it gain +1 action at the end of each of their turns (lasts until destroyed, can be stored and reused if undamaged). **UPGRADES:**

- **Invigorating Beacon.** +5 Temp HP at the end of your turn.
- **Self-Preservation Logic.** Attacks made against this construct are made with disadvantage 2.



SUBCLASSES

INVENTOR

LEVEL 3

Invent the Tethercoil.

LEVEL 7

Precision Tuned Smack. You can use Percussive Maintenance 3/encounter.

LEVEL 11

Powerful Weaponry. Whenever you use 2 or more Mana Dice, your Thunder Gauntlets push +1 space, your Mana Blade can hit +1 adjacent target, or your Manabolt Cannon can deal its damage half as far in a Cone instead.

LEVEL 15

Big Brained Inventor. +1 max Mana Die. Your Mana Dice become d12s.

Tethercoil

+4 Range for each Mana Die spent (min 1). Choose 1 mode:

Tether. Action: Pull a creature your size or smaller next to you, you may Restraine them; OR you move to a larger creature, gain Riding. **Upgrades:**

- **Amplified Conduit.** +2 Range.
- **Reinforced Tethers.** +1 Tethercoil save DC.



Mishap: Mistether! The GM may choose a different creature in Range.



Mishap. Tangled! You are Restrained as well.

FAQ

Mishaps. ALL dice rolled in an initial attack are taken into account for mishaps. For example the d12 for your Manabolt Cannon as well as any Mana Dice rolled—any of them can trigger a mishap. This excludes any additional dice rolled from a Crit or other effect.

Primary Die. The d6 for the Thunder Gauntlets is always used as the Primary Die (while your Mana Dice are d6s, whichever d6 lands leftmost is the Primary Die), likewise for the Manabolt Canon's d12. For the Mana Blade since there is no base weapon damage, whichever Mana Die lands leftmost is the Primary Die.

Advantage/Disadvantage. 1 additional Primary Die is rolled and the lowest/highest is removed as normal.

I've Got JUST the thing! "Simple" as in: an iron wedge, a wrench, a lockpick, block & tackle, tripwire, etc. NOT "an anti-gravity device."