Gnome Artificer

 *While intellectually-inclined dwarf adventurers generally become Alchemists, their gnomish cousins are Artificers. Generally louder and more eccentric than their dwarven kin, these gnomes believe that the future belongs to science, not to magic, and aim to prove this through the technological wonders that they create. Accordingly, they seem to eschew the magics of their Forest Gnome brethren, though some believe that they are able to create such anachronistic wonders only by directing this magic in into their inventions. It’s difficult to say for sure, as many Artificers either won’t discuss their methods or have difficulty articulating how they do what they do in phrasing understandable to others. Though the sight of an Artificer lugging around his myriad contraptions might initially raise an eyebrow or even a chuckle among potential opponents, a few blasts from a blunderbuss or a thorough electrocution courtesy of a joy buzzer tends to change amusement into respect or outright fear rather quickly.*

XP Table: per Magic User

Max Level: 12th (-100)

Hit Dice: 1d6 per level through 9th, +1 hit point per level thereafter (200)

Saving Throws: per Dwarf (400)

Weapons: per Halfling (0)

Armor: leather, studded leather or chain mail, shield (100)

Attack: per Thief/Cleric up to level 12, thereafter per dwarf minus two letter categories (e.g. attack rank B at 800,000 XP) (200)

Weapon Mastery – per Demihuman (200)

Languages: Common, Gnomish, Dwarven, Goblin, Kobold (400)

Special Abilities:

**Inventions**

Artificers are privy to secret lore governing the fundamental forces of the natural world, enabling them to invent unique devices and mixtures. By 1st level, artificers have crafted a number of inventions equal to their Intelligence modifier (with a minimum of one). Each even-numbered level thereafter, they learn one additional invention. In the alternative, the Artificer may “master” an invention already known. This will double the number of uses attributable to each activation (meaning, for example, that using a master of the Black Powder Weapon could use it twice per activation).

Artificers can activate their inventions per day for each level that they have attained, plus intelligence bonus. For example, a 6th-level Artificer with an Intelligence of 18 would get nine activations per day. All attacks made using these inventions can substitute Intelligence as the modifier if it is advantageous to do so. Short rests return a level of activations equal to the Artificer’s Constitution bonus. The inventions from which an Artificer may choose are as follows:

• Blunderbuss: Two handed, Range 120 ft, 4d4 damage, reload as heavy crossbow. Damage dice that roll 4 are rolled again and accumulate. The weapon is loud, preventing stealth. On a roll of “1”, the weapon malfunctions, rendering it a club until repaired. If the weapon is lost or destroyed, the Artificer may create a replacement during downtime in between adventures. Artificers may not stockpile these weapons. There can be only one at a time.

• Breathing Mask: The Artificer may activate an independent air supply as part of his action or in response to a gas attack. He is then immune to gas attacks and may breathe underwater for 1d6 x 10 mins. In certain situations, artificers might be able to share their air supply with others, dividing the duration by the number of users.

• Chaintooth Blade: This is a chainsaw melee weapon (or other mechanized melee device, e.g. piston hammer, possibly an electrified spear or axe). It must be wielded two handed, and does 2d4+2 damage, with damage dice that roll 4 being rolled again and accumulating. The weapon is loud, preventing stealth. On a fumbled attack, the weapon malfunctions, rendering it a club until repaired. If the weapon is lost or destroyed, the Artificer may create a replacement during downtime in between adventures. Artificers may not stockpile these weapons. There can be only one at a time. Each activation allows for two rounds of actions (unless fumbled on the first roll).

* Joy Buzzer: The joy buzzer is activated by compressing a button on the artificer’s palm, therefore he must succeed on a melee attack in order to use it. When activated, the button develops a powerful electrical charge that gives a jolt to any creature touched. The button remains in effect for one round per level of the Artificer. Each time that it is discharged, it takes a full round to recharge, such that, should the Artificer wish to use it in consecutive rounds, he will lose initiative by necessity in allowing the buzzer to recharge. The joy buzzer delivers 1d8 points of damage, plus 1 point per level of the artificer, plus the artificer’s intelligence bonus (e.g., a 2nd-level artificer with an intelligence of 16 would discharge shocks causing 1d8+4 points of damage).

• Flash Rig: When hit by a melee attack from any opponent with vision, the Artificer may make an Intelligence check to activate a blinding flash from a modified bracer or other worn item, imposing a 66% miss chance on the attack. This must be declared before the damage roll.

• Fume Flask: the Artificer may spend an action to hurl a gas device up to 90 ft, causing one of the following non-magical but spell like effects in a 10 ft radius (your choice): Sleep (per the spell), Stinking Cloud (save or suffer -1 to all rolls) or Fog Cloud. The cloud duration is 1d6 x 10 mins.

* Grenade: You may spend an action to hurl an explosive device up to 90 ft, blasting a 10 ft radius for 2d4 damage plus 1d4 every odd level beyond 1st (for example, a 5th level artificer would be able to do 4d4 damage). Damage dice that roll 4 are rolled again and accumulate. Hellfire glass may not be used if the artificer is within an enemy’s melee reach. The device may also be set as a trap using a fuse, timer, tripwire or similar. If multiple devices are combined into a single trap, each additional glass alternates between adding 1d4 damage or increasing the blast radius by 5 ft (maximum 20 ft).
* Iron Ward: When hit by a metal-based attack (sword, arrow, trap blade), you may make an Intelligence check to activate a magnetic pulse, deflecting the attack at the last moment. This must be declared before the damage roll.
* Gyrocopter: A propeller extends from a pack on the Artificer’s back. He may then fly at a speed of 180’ per round for 3d12 combat rounds. The Artificer may make an Intelligence check to activate this while falling.
* Electrical Magnet: The Artificer can activate an electrical magnet. This will reveal any traps containing metal within 30 feet by causing an audible rattle. It may also reveal hidden treasure and/or doors this way. Anyone within 10 feet using a metal weapon or shield or otherwise holding a metal item must save vs. paralysis or be disarmed. Whether other small metal items are affected (metal pins, etc. are ripped from clothing) within this range is up to DM discretion.

• Tazer: The Artificer may spend an action to channel to fire a pair of spring-loaded wired electrodes at an enemy within 30 feet. On a successful hit, the opponent takes 1 point of piercing damage and 3d8 electrical damage. In addition, the opponent must make a saving throw versus paralysis or be stunned for 1d6 rounds. For each size larger than medium, the opponent gains a +3 to its saving throw.

• Xray Goggles: For one turn, you gain X-ray like vision in a 30 ft cone with a 10 ft base, able to penetrate 1 ft of metal, stone, earth or wood. A thin sheet of lead blocks the effect.

• Pressure Sensor: The Pressure Sensor is a smallish metal disc, around the size of a landmine. It will detect vibrations caused by the ground movement of any creature larger than a normal rat—anything larger than about 1⁄2 cubic foot in volume or more than about three pounds in weight – over an area with a 20-foot radius around the Sensor. As soon as any creature triggers the detector it will let out a loud ringing that can be heard clearly within a 120-foot radius. (Reduce the radius by 10 feet for each interposing door and by 20 feet for each substantial interposing wall.).

• Welding Torch: The artificer is able to use a torch to produce a small but extremely hot flame. As a weapon, it would deal 1d6 points of fire damage per round. It can be used to weld a broken ring, chain link, medallion, or slender dagger, providing but one break exists. Repaired objects are as strong as new. The welding torch can be used to repair magical items on a roll of 1-2 on 1d6. The maximum volume of material the artificer can mend is 1 cubic foot per level.

**Field Repair (7th level)**

Once per day, you may spend 1d6 x 10 minutes to repair a broken or damaged item (e.g. shield, weapon, invention) in the field.

Infravision 60’ (100)

Spell Resistance per Dwarf at 1,400,000 XP (100)

Detection per Dwarf (100)

4 general skills (200)