

MAGICAL ARTIFICIER

Magical Artificiers are spellcasters who specialize in the art of creating magical items. They are wizards and merchants, and they excel at both. A Magical Artificier would do very well as a merchant indeed..



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Hit Die: d4

REQUIREMENTS

To qualify to become a Magical Artificier, a character must fulfill all the following criteria.

Alignment: Any

Skills: Knowledge Arcana 8 ranks, Spellcraft 8 ranks, Craft (Alchemy) 8 ranks, Appraise 4 ranks, Sense Motive 4 ranks, Diplomacy 4 ranks

Feats: Any four item creation feats, Skill Focus (Sense Motive)

CLASS SKILLS

The Magical Artificier's class skills (and the key ability for each skill) are Craft (Alchemy) (Int), Appraise (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), Sense Motive (Wis) and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier

CLASS FEATURES

All of the following are class features of the Magical Artificier prestige class.

Weapon and Armor proficiency:

A Magical Artificier is proficient with club, dagger, heavy crossbow, light crossbow and quarterstaff. A Magical Artificier is not proficient with any armors or shields.

Spell Progression: You continue to progress in spell levels. When you gain a new level in the Magical Artificier prestige class you may advance the spell progression in one of your previous spell casting classes.

A Trained Eye (Ex): A Magical Artificier is a wizard, but also a merchant. He get a +5 competence bonus to Appraise checks. When using the identify spell he can add a further +5 competence bonus to the check, for a total of +10.

Improved Creation (Ex): The creation time of all items are reduced by the given percentage rounded up. The creation time of an item cannot be reduced to less than one day, however. For example if all creation times are reduced by 15%, an item that should have taken 14 days to complete now only take 12 (14×0.85) days to complete. It is the unmodified base price that are used to calculate the creation time.

If you later in your career get an ability or a feat that reduces creation times even further, then apply the Improved Creation reduction first.

The reduction in creation time does not mean a reduction in creation cost or xp cost.

A Hard Bargain (Ex): The Magical Artificier is a skilled merchant. His field of speciality is buying material components for his creations. When buying the materials for item creation he always get the best prices. The Base Creation cost for all items are reduced by 25%. This does not reduce the creation time of the item. When buying other items you always pay 5% less than the price required.

Bonus Feat: The Magical Artificier gain a bonus feat. This must be an item creation feat. You gain another bonus feat at 8th level. This must also be an item creation feat.

Less Sacrifice, More Gain (Su): The xp cost for creating an item is now the given number, not 1/25 of the base price as before. It is still the unmodified base price that is used for calculating the xp cost. You also gain this ability at 7th and 9th level, further reducing the xp cost for creating items.

Item Mastery (Ex): You are especially proficient at creating a certain type of items, such as Wondrous Items, Magic Arms and Armors, Rings, Potions, Scrolls, Wands, Rods or Wands. You can create these items as if your caster level where 5 levels higher. This makes you eligible of creating items, that you otherwise couldn't have created. Choose one type of items. You gain this ability again at 10th level, then you can choose another type of items.

Master Merchant (Ex): When buying items you always pay 10% less than the price required. This ability does not affect the price you pay for magical material components for your creations. The Base Creation cost for such items are not reduced by more than 25%.

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Class Level	Base Attack bonus	Fort Save	Ref Save	Will Save	Special	Spell Progression
1st	+0	+0	+0	+2	A Trained Eye	+1 level of existing class
2nd	+1	+0	+0	+3	Improved Creation (5%)	
3rd	+1	+1	+1	+3	A Hard Bargain	+1 level of existing class
4th	+2	+1	+1	+4	Improved Creation (10%), Bonus Feat	+1 level of existing class
5th	+2	+1	+1	+4	Less Sacrifice, More Gain (1/30)	
6th	+3	+2	+2	+5	Improved Creation (15%), Item Mastery	+1 level of existing class
7th	+4	+2	+2	+5	Less Sacrifice, More Gain (1/35), Master Merchant	
8th	+4	+2	+2	+6	Improved Creation (20%), Bonus Feat	+1 level of existing class
9th	+4	+3	+3	+6	Less Sacrifice, More Gain (1/40)	+1 level of existing class
10th	+5	+3	+3	+7	Improved Creation (25%), Item Mastery	+1 level of existing class