

# GOLEM MASTER (EXPERT)

The art of golem construction is a highly sought after skillset by a number of mages. Whether they be made of stone, flesh, iron or other materials, golems can make powerful and dangerous minions. Mages who specialize in commanding these semi-automatous constructs are known as Golem Masters, and a large part of their magical power is tied up linking their own magical might to that of their created minions. These links range from magical repair to damage transference to spell channeling. Other spellcasters may have more raw power, but you have one or more magically powered charges... the golem.

Depending on your campaign, a Golem Master could be...

- A wizardly scholar, whose home and library have a hulking magical guard.
- The arcane leader of a magical army of living statues for whom he is the sole master.
- The purveyor of a magical workshop, with mighty and tireless mechanical workers.
- The last in a long line of wizard protectors, and the only one who can control the massive guardian of the kingdom.
- An adventuring mage, whose feels the need to insure his safety with a bodyguard of his own making.

**Party Role:** Wildcard. As a spellcaster, your variety of spells can give a wide range of functionalities to the party. Also, a large, strong golem will likely give the party a good fighter.

## CLASS FEATURES

**Requirements:** *Sorcery* campaign quality, Intelligence 13+, Crafting 4+, Spellcasting 4+, Personal Lieutenant (with the construct type), crafting focus appropriate for Golem construction.

**Favored Attributes:** Intelligence, Wisdom, Charisma

**Caster:** Each Level in this class increases your Casting Level by 1.

**Class Skills:** Bluff, Crafting, Haggle, Impress, Intimidate, Investigate, Medicine, Notice, Prestidigitation, Resolve, Sense Motive, Tactics

**Skill Points:** 8 + Int mod per Level

**Vitality:** 6 + Con mod per Level

## CORE ABILITY

**Man and Machine:** When you spend one or more action dice to boost your golem's check, you gain the same bonus on your next spellcasting check.

## CLASS ABILITIES

**Golem Bond I:** At Level 1, you declare a single Personal Lieutenant with the construct type to be your Golem. Your Golem's maximum XP value increases by 10. Also, your spellcasting feats now count as style feats when determining your Golem's XP value.

**Golem Bond II:** At Level 4, your Golem's maximum XP value increases by 20 more (total bonus 30), and you may alternately divide its total XP value between two golems if you prefer.

**Golem Bond III:** At Level 8, your Golem's maximum XP value increases by 20 more (total bonus 50), and you may alternately divide its total XP value between up to three golems if you prefer.

**Bonus Feat:** At Levels 2 and 7, you gain a bonus Gear or Spellcasting feat.

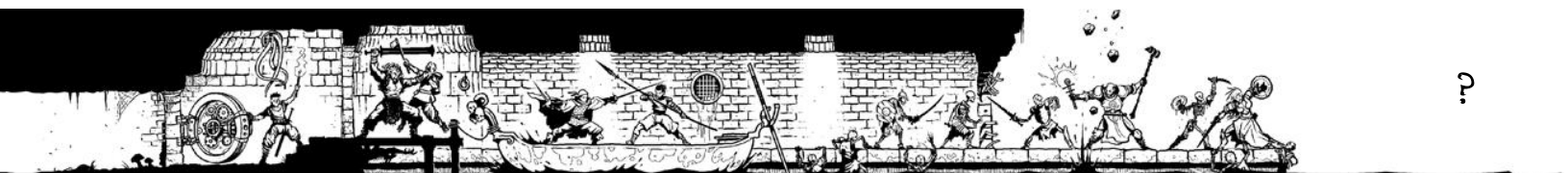
**Circle of Power:** At Levels 3, 5, 7, and 9, the maximum level of spells you may cast increases by 1 (e.g. from Level 0 spells you know to Level 1 or lower spells you know), to a maximum of Level 9.

**Stoneweaver:** At Level 4, your golems are affected normally by any Cure Wounds spell you cast.

**Arcane Bond:** At Level 6, when you are affected by a spell, you may choose to have any of your Golems within 50 ft. affected by the same spell.

**Personal Protector:** At Level 8, when you are adjacent to your Golem, you may choose to have it receive half of any damage you suffer. Its Damage Reduction, if any, does not apply to this transferred damage.

**Conduit of Stone:** At level 10, once per round, when your golem successfully hits with a natural attack, you may cast a spell at the target of its attack as a free action. For the purposes of range the Golem counts as the point of origin of the spell and the spell must have a casting time of 1 full action or less.



# GOLEM MASTER (EXPERT CLASS)



Table X.X: Golem Master

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	SP	Abilities
1	+0	+0	+1	+2	+0	+1	+2	+1	+2	Golem bond I, <i>man and machine</i>
2	+1	+0	+2	+3	+1	+1	+3	+1	+4	Bonus feat
3	+1	+1	+2	+3	+1	+2	+3	+2	+6	Circle of power
4	+2	+1	+2	+4	+2	+2	+4	+2	+8	Golem bond II, <i>stoneweaver</i>
5	+2	+1	+3	+4	+2	+3	+4	+3	+10	Circle of power
6	+3	+2	+3	+5	+2	+4	+5	+3	+12	Arcane bond
7	+3	+2	+4	+5	+3	+4	+5	+4	+14	Bonus feat, circle of power
8	+4	+2	+4	+6	+3	+5	+6	+4	+16	Golem bond III, <i>personal protector</i>
9	+4	+3	+4	+6	+4	+5	+6	+5	+18	Circle of power
10	+5	+3	+5	+7	+4	+6	+7	+5	+20	Conduit of Stone

## NPC CLASS ABILITIES

The following new class abilities from the Golem Master expert class are available to NPCs using the class ability NPC quality (see *Fantasy Craft*, page 231).

Table X.X: NPC Class Abilities

Class Ability	XP Value
Arcane Bond	2
Conduit of Stone	4
Golem Bond I (declare an NPC as your Golem)	1 each
Personal Protector:	3
Stoneweaver:	1

Class design by Baghtu and Sletchman.  
Art by DOUGLASDRACO of deviantART.

