PF2

Amazing Archetype:

ARTIFICER

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Amazing Archetype: Artificer

An artificer is a master crafter, creator, and manipulator of both the most current developments of engineering and forgotten techniques lost in the fall of ancient civilizations. Many artificers explore how magic and engineering mix, developing complex powers of item imbuement and mastering crafting- and mechanics-related spells. Others eschew magic as a cheap trick that ignores the brilliance of pure engineering and crafting, or focus on alchemy and constructs, or train to get more out of their tools. Of course whatever direction an artificer takes when they first start, most branch out into a few different fields of crafting as they grow, learn, and experiment.

Artificers in Your Campaign

There are a lot of different ways you can add artificers to your campaign, ranging from just making them a choice that is no different from (and no less common than) fighters and rogues, to allowing just a single artificer PC or NPC to represent a special Da Vinci-like genius who can accomplish things no one else can (while still being balanced with other archetypes in total effectiveness). There are pros and cons to each approach, discussed below.

A Dime A Dozen

This is usually the default assumption when a campaign adds an archetype. There are no special requirements or limitations, and as a result it's fair to assume that the characters with the dedication feat are no more or less common than any others. There are absolutely advantages to this method, not the least of which are that it's simple and doesn't require any extra work. The only real drawback is that if a noteworthy percentage of the population are artificers, it may seem odd that the campaign's general level of craft and technology isn't higher (and constantly improving). On the other hand, most campaigns don't place any special restrictions on spellcasters, and rarely account for an ever-growing level of magical proficiency and competence in their socio-economic designs, so for most groups this likely isn't a major issue.

Rare as NPCs, Unrestricted as PCs

This scheme works on the assumption that while any PC can take artificer dedication as desired, they are fairly uncommon among NPCs. Without being explicit about it, this assumption is actually often already in place in campaigns when discussing spellcasters—groups of skilled combatants as guards and mercenaries are generally presented as more common, and with larger memberships, than similar groups of spells-for-hire or sergeants-at-arcana. As with spellcasters, their overall rarity may be a result of natural aptitude (artificers may simply require a kind of spark of genius not everyone has, just as some campaign settings assume spellcasting requires some mote of innate eldritch potential), or could be more about the training needed to take the role being extensive, time-consuming, and difficult to arrange for (in which case PCs are just assumed to have done so before the campaign begins).

This has the advantage of helping to make artificers characters feel rare and special, and minimize the assumption hordes of them they should be impacting the campaign's infrastructure. It has the drawback of often seeming fairly ad hoc, and possibly creating some weird results if other PCs later decide to pick up some artificer abilities by taking the dedication feat, without ever having shown any sign of a special genius or having taken years to acquire special training.

Tied to a Campaign Element

This is similar to being rare as npcs, except the rarity is specifically connected to some specific element within the campaign, For example artificers might only be common among dwarves, or only found in the Verresh Imperium, or normally only be taught in the religious academies of Kytbahz the Crafter God. This can be a great way to add some flavor to both the campaign element in question, and to the artificer carchetype. And since there's a cultural or other rational reason for their numbers to be limited and tied to a background, players can play with those elements when designing a character history. If artificers are mostly a dwarven

tradition, all a player has to do when wishing to play a human artificer is find some reason they are an exception to that general rule. Perhaps their godmother was a dwarven artificer, or their parents were ambassadors to a dwarven CraftLord, and they were raised and taught with dwarven youth. Lots of players do great jobs being creative with this kind of thing, and it can result in characters with built-in ties to a campaign world.

You can get much more creative with archetypes tied to campaign elements that just linking them to a culture or deity. Perhaps a spaceship crashed into an time-travelling wizard's flying castle, and those within 5 miles of the explosion were all changed in a way that turned their children into artificers. Maybe fairy godparents choose to bless specific apprentices with the great destiny of being an artificer. Maybe when a computer golem explodes, tiny pieces of its cognition gears can get stuck in the food chain, and a small percentage of people who eat the cheese from a nearby farm end up developing the talents of an artificer.

The main drawback of doing things this way is that it's more work, and it can be frustrating for players who want an artificer with a very different flavor. Of course not every character concept is appropriate for every campaign, but limiting player options can lead to dissatisfaction if the limitations seem capricious or unnecessary. In most cases, campaigns assume the core classes are universal rather than saying all rangers come from Rangeria, and players may feel locking down artificers to a tight range of background elements is needlessly restrictive.

The Chosen Few

This approach limits the number of artificers even more severely than just tying them to a campaign element, and sets the archetype as something totally apart, which only a very few (or possibly only one) character can use. This can be as simply as deciding the artificer is built on a tight set of specific methods of approaching crafting, which just one artificer PC has learned, or that a single master artificer created and their 7 apprentices are the only ones left who know the secret.

This has all the drawbacks of being tied to a campaign element, and also adds a good deal of narrative focus on any PC that is allowed to be one of the chosen few who are artificers. That can be very appealing to some players, but it can also risk taking the same amount of focus away from other players, which is obviously less fun for them. It also immediately brings up a number of questions—can the PC artificer teach other people? If not, why not? Can any other player take Artificer Dedication, or is it limited to just one player, and if so does that make that one player more important?

This is the sort of thing that works very well for the right group, and can be disastrous for others. If you like this idea as a GM, it's worth bringing it up to players when discussing the campaign, and seeing how they feel about it.

Artificer Dedication — Feat 2

Archetype Dedication
Prerequisites Trained in Crafting.
You become expert in Crafting.

You can craft without taking the Craft downtime activity, as an extra activity. This represents working in smaller increments in your spare time, often while you walk or eat, while preparing for the day's activities, when resting, and so on. As a result of the inefficiency of this kind of work, the base time is tripled (twelve days rather than 4 days). You can only do this for a single item (or batch of 4 consumable items or ammunition) at a time, and cannot do this while doing any other extra activity.

You are also adept at reverse-engineering items to determine their formulas. You can do this through study and contemplation, allowing you to do it as an extra activity without taking the Craft downtime activity by combining it with whatever activities you are engaging in for the day. This takes the normal number of days to attempt. You cannot combine this with any other extra activity.

When you do use the Craft downtime activity, you can attempt a Crafting check to craft an item or reverse-engineer a formula after only 2 days of work. You also double the amount reduces the materials needed to complete the item for each day you spend working on it after a successful Crafting check.

You treat a critical failure on a Crafting check as a failure.

Special You cannot select another dedication feat until you have gained two other feats from the artificer archetype.

Arcane Dabbler — Feat 4

Archetype

You gain two common cantrips from the arcane spell list which you can cast as innate spells. You may select this feat more than once. Each time you do, you gain two additional arcane cantrips as innate spells.

Construct Companion — Feat 4

Archetype

You create a construct that serves as your loyal companion. It acts as an animal companion, but has the construct trait, and for all calculations based on your level it uses your level -1.

Custom Gear — Feat 4

You can modify one weapon or tool to be perfectly customized for your use. This takes 4 days of Craft downtime, and the item must have an item level no greater than your level. It additionally requires constant maintenance to keep it so finely honed and tuned to your exact balance and form, such that you can only have one piece of custom gear at a time. If you modify a new piece of gear to be custom gear, any previous custom gear ceases to qualify.

You treat any critical failure on a check that uses your custom gear as a failure.

Snare Specialist — Feat 4

Archetype
Prerequisites Artificer Dedication, Snare Crafting

You specialize in creating quick traps to obstruct your enemies on the battlefield. If your proficiency rank in Crafting is expert, you gain the formulas for three common or uncommon snares (page 589). If your rank is master, you gain 6. If your rank is legendary, you gain 9.

Each day during your daily preparations, you can prepare four snares from your formula book for quick deployment; if they normally take 1 minute to Craft, you can Craft them with 3 Interact actions. The number of snares increases to six if you have master proficiency in Crafting and eight if you have legendary proficiency in Crafting. Snares prepared in this way don't cost you any resources to Craft.

Trap Analyst — Feat 4

Archetype

You have an intuitive sense that alerts you to the dangers and presence of traps. You gain a +1 circumstance bonus to Perception checks to find traps, to AC against attacks made by traps, and to saves against traps. Even if you aren't Searching, you get a check to find traps that normally require you to be Searching. You still need to meet any other requirements to find the trap. You can use Crafting rather than Thievery to disable traps, and use you proficiency in Crafting to determine what traps you can disable. If you have legendary proficiency in Crafting, your circumstance bonuses against traps increase to +2.

Arcane Tinkerer — Feat 6

Archetype
Prerequisites Arcane Dabbler

You can cast one of the following arcane spells of your choice once per day as an innate spell: *illusory object, item facade, magic weapon, mending*. The spell's level is automatically heightened to half your level.

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Advanced Construct Companion Feat 6

Archetype
Prerequisites Construct Companion

You rebuild your construct companion into a more advanced form. It now uses the rules for a mature animal companion, except as noted in the Construct Companion feat. This grants it additional capabilities (see the animal companion rules for more information). Your construct companion's programing is more advanced as well. During an encounter, even if you don't use the Command an Animal action, your construct companion can still use 1 action on your turn that round to Stride or Strike.

Advanced Directives Feat 6

Archetype
Prerequisites Construct Companion

You have built you construct companion so it can take more advanced directives. You can spend 2 actions to Command an Animal instead of 1 when commanding your construct companion. If you do, your construct companion uses an additional action.

Arcane Crafter Feat 8

Archetype
Prerequisites Arcane Tinkerer

You can cast one of the following arcane spells of your choice once per day as an innate spell: *knock, ghostly weapon, locate*. The spell's level is automatically heightened to half your level.

Delay Trap Feat 8

Archetype
Trigger A trap within your reach is triggered.

You can jam the workings of a trap to delay its effects. Attempt a Crafting check to Disable a Device on the trap (as if using Thievery); the DC to do so is increased by 5, and the effects are as follows.

Critical Success You prevent the trap from being triggered, or you delay the activation until the start or end of your next turn (your choice).
Success You prevent the trap from being triggered, or you delay the activation until the end of your next turn (whichever is worse for you; GM's choice).

Failure No effect.

Critical Failure You're flat-footed until the start of your next turn.

Master Artificer Feat 8

Archetype

You become a master in Crafting. You gain one Crafting skill feat for which you meet the prerequisites.

Powerful Snares Feat 8

Archetype
Prerequisites master in Crafting, Snare Specialist

Your snares are particularly difficult for enemies to avoid. When you set a snare, the saving throw DC for that snare is equal to its normal DC or your class DC, whichever is higher.

Arcane Artificer Feat 10

Archetype
Prerequisites Arcane Crafter

You can cast one of the following arcane spells of your choice once per day as an innate spell: *creation, stone shape, weapon storm*. The spell's level is automatically heightened to half your level.

Ultimate Construct Companion Feat 10

Archetype
Prerequisites Advanced Construct Companion

You rebuild your construct companion into its ultimate form. It now uses the rules for either a nimble or savage animal companion, except as noted in the Construct Companion feat.

Lightning Snares Feat 12

Archetype
Prerequisites master in Crafting, Quick Snares, Snare Specialist

You can rig a trap with incredible speed. When you create a snare that normally takes 1 minute to Craft, you can Craft it using a single Interact action instead.

Legendary Artificer Feat 15

Archetype

You become legendary in Crafting. You gain one Crafting skill feat for which you meet the prerequisites.

Ubiquitous Snares Feat 16

Archetype
Prerequisites Snare Specialist

You can prepare a seemingly impossible number of snares in advance, and you're ready to spring them on unsuspecting foes. Double the number of prepared snares from Snare Specialist.

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