

ARTIFICER

Designed by Wolfgoat

Requires Old-School Essentials Classic Fantasy.



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ARTIFICER

Requirements: Minimum INT 9

Prime requisite: CON

Hit Dice: 1d4

Max level: 14

Armour: Chainmail, no shields

Weapons: Crossbow, one-handed melee weapons

Languages: Alignment, Common

Artificers utilize their mechanical skills and imbue their creations with arcane magics. The mind of an artificer is a logical and curious one, always wondering how things work, and how they can improve upon them with the use of magic. They construct a myriad of inventions, even companions to aid them in the heat of battle.

Combat

Artificers can use crossbows and one-handed melee weapons. They also may command their mechanicompanion in battle. Artificers also can use chainmail armour.

Arcane Magic

See *Magic* in Core Rules for full details on arcane magic.

Magical research: An artificer of any level may spend time and money on magical research. This allows them to add new spells to their spell book and to research other magical effects.

Spell casting: Once an artificer has proven their aptitude (from 2nd level), the character may cast arcane spells. Artificers carry spell books containing the formulae for arcane spells. The number of spells available to an artificer are determined by the character's experience level.

Using magic items: As spell casters, artificers can use magic scrolls of spells on their spell list. They can also use items that can only be used by arcane spell casters (e.g. magic wands).

Inventions

Artificers may spend enough time, money and resources, agreed upon with the referee, to create an invention. Until the artificer has reached 3rd level, each invention must be single-use only. When constructing inventions, the artificer must be in an area where proper materials can be found. No travel is permitted by the artificer during the construction process without halting its progress.

Mechanicompanion

Mechanical construct infused with arcane magic.

AC 7 [12], **HD** 1 [4], **Att** 1 x bite (1d6), **THAC0** 19 [0], **MV** 120 (40) , **SV** D12 W13 P14 B15 S16, **ML** 12, **AL** Neutral, **XP** 10, **NA** 0 (0), **TT** None

- **Attack:** The mechanicompanion will attack one creature.
- **Defend:** The mechanicompanion will defend one target or 15ft target area, by imposing itself between the target and the attacker suffering the next blow.
- **Patrol:** The mechanicompanion will patrol an area with a 30ft radius and makes a very loud, high-pitched screech when it finds something of interest.

After reaching 9th level

The artificer may construct a workshop, attracting 1d4 apprentices. When constructing inventions, the time and money it takes is halved when in the workshop.

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Artificer Level Progression:

Level	XP	HD	THAC0
1	0	1d4	19 [0]
2	2,500	2d4	19 [0]
3	5,000	3d4	19 [0]
4	10,000	4d4	19 [0]
5	20,000	5d4	19 [0]
6	40,000	6d4	17 [+2]
7	80,000	7d4	17 [+2]
8	150,000	8d4	17 [+2]
9	300,000	9d4	17 [+2]
10	450,000	9d4+1*	17 [+2]
11	600,000	9d4+2*	14 [+5]
12	750,000	9d4+3*	14 [+5]
13	900,000	9d4+4*	12 [+7]
14	1,050,000	9d4+5*	12 [+7]

Spells:

1	2	3	4
-	-	-	-
1	-	-	-
2	-	-	-
3	-	-	-
2	1	-	-
3	2	-	-
3	3	1	-
3	3	2	-
3	3	3	-
3	3	3	-
3	3	3	1
3	3	3	2
3	3	3	3
4	4	3	3

Saving Throws:

D	W	P	B	S
13	14	13	16	15
13	14	13	16	15
13	14	13	16	15
13	14	13	16	15
12	13	11	14	13
12	13	11	14	13
12	13	11	14	13
12	13	11	14	13
10	11	9	12	10
10	11	9	12	10
10	11	9	12	10
8	9	7	10	8
8	9	7	10	8

D: Death / poison; **W:** Wands; **P:** Paralysis / petrify;
B: Breath attacks; **S:** Spells / rods / staves.

