

ARCANE CRAFTER

Arcane crafters come from a variety of backgrounds, but all share the same passion: the creation of magic items. Some do it for friends, some have a passion for creation, and others seek immortality, as Quall and his tokens, or Daern and his fortress. They come from backgrounds as diverse as Dwarven priests imbuing the blessing of their gods in the armor they forge to Elven wizards hoping to keep a surprise up their sleeves to Gnomish sorcerers looking to build a better dragon trap. In the end, arcane crafters are craftsmen. They seek to create works of art in steel and wood, gold and gems, or even leather and cloth. This pursuit does not prevent them from continuing in their chosen profession, but they focus their energies on their creations.

Arcane crafters can come from any spellcasting background, but wizards and clerics are the most common. Races with strong crafting backgrounds, such as dwarves and elves, are more common, though creatures of any race may become an arcane crafter. Some cultures refer to arcane crafters as artificers, though the description is not entirely accurate.

Arcane crafters are well liked by most adventurers—they make stuff. Fighters and rogues cultivate friendships with a Arcane crafters for personal gain, hoping to trade on that friendship later.

Wizards can be jealous of the arcane crafter's abilities but hide this by referring to them as magicians, and claim they are too dependent on items for their magic. Clerics are largely neutral about the whole thing, realizing that much of their own power is dependent on their faith and not possessions.

The Arcane crafter ventures out to test his creations, find rare components and see what else is out there. He adventures primarily to gain knowledge and find rare items. He hoards items of

TABLE: THE ARCANE CRAFTER

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Efficient Process 10%
2nd	+1	+0	+0	+3	Materials Knowledge
3rd	+1	+1	+1	+3	Item Creation
4th	+2	+1	+1	+4	Efficient Process 15%
5th	+2	+1	+1	+4	Item Creation
6th	+3	+2	+2	+5	Identify Magic Item
7th	+3	+2	+2	+5	Item Creation
8th	+4	+2	+2	+6	Efficient Process 20%
9th	+4	+3	+3	+6	Item Creation
10th	+5	+3	+3	+7	Imbue With Intelligence

strange make or previously unknown abilities until such time as he is able to duplicate those abilities.

Hit Die: d4

Requirements

To qualify to become an arcane crafter, a character must fulfill all the following criteria.

Skills: Craft (any) 8 ranks, Craft (any other) 5,
Knowledge: (Arcana): 8 ranks, Spellcraft: 8 ranks

Feats: any two item creation feats

Spellcasting: Ability to cast 3rd level spells (arcane or divine)

Class Skills

The Arcane crafter's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Concentration (Con), Craft (Int), Knowledge (all, taken individually) (Int), Profession (Wis), Spellcraft (Int), and

Use Magic Device (Cha). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 4 + Int Modifier

At least one skill point must be spent on a craft skill at each level of arcane crafter.

Class Features

Weapon and Armor

Proficiency: Arcane crafters gain no new weapon or armor proficiencies.

Efficient Process: Due to his knowledge of magic items and the workings of constructing them, reduce the time, XP, and materials cost but the listed amount. This bonus does not apply to Brew Potion or Scribe Scroll.

Materials knowledge: The Arcane crafter has gained extensive knowledge on how magic interacts with metals and gemstones. He is considered to know all the information under the crafting magic items section of the *Magic in Faerûn* sourcebook.



Spell per Day

[illegible]

Item Creation Feat: The Arcane crafter gains an additional Item Creation feat of his choice. The character must still meet the requirements for the feat. For the purposes of determining minimum level for item creation feats, add his arcane crafter level to his previous spellcasting levels.

Identify Magic Item (Ex): With his intimate knowledge of magic item creation, the arcane crafter can identify the properties and purpose of magic items. When the Arcane crafter wants to identify an item, he rolls a Spellcraft check against a DC of 20+ the caster level of the item. If the caster is normally able to construct the item the DC is 15+ caster level. Identification takes 15 minutes for scrolls (per spell) and potions. Identifying permanent or charged items takes 1 hour per item power. Artifacts require 1 day of study per item power and a new check must be made each day. During the process, the arcane crafter must be in contact with the item and undisturbed. He does not have to be in his lab to do the identification, which not consume any charges or materials.

Imbue with Intelligence: Throughout his career, the arcane crafter delves constantly into the nature of magic item construction. He is fascinated by the interaction between cold, inanimate matter and the fire of pure magic. Finally, he masters the ultimate art in the craft of magic item creation. He can control awakening the intelligence within a magic item. In game terms, the arcane crafter rolls on table 8-31 of Core Rulebook 2. To this roll he adds his primary casting attribute (Wis for Clerics, Rangers, and Paladins, Int for Wizards, Cha for Sorcerers and Bards). From this point on the Arcane crafter directs the process to create an item of specific purpose and powers rather than rolling randomly on the tables. The Arcane crafter follows the standard rules for intelligent item creation as outlined in Core Rulebook II, applying his normal cost reductions for being an Arcane crafter. The item must be specifically created for the purpose of imbuing it with intelligence—this may not be done with an item already created.

