

SPELLBINDER ARTISAN

A spellbinder artisan is a mundane crafter who has reached the peak of his or her profession and begins to delve into the only arena left to her--the creation of magical items. A spellbinder artisan doesn't use any particularly mystical abilities to manage this, just a good deal of hard work and ingenuity. They are still dependent upon actual spellcasters to provide the spells necessary for crafting in some form or another and thus frequently incur costs above and beyond that which other magical item crafters face. Despite this, many enter this prestige class and it is frequently the best option available for those with little or no magical aptitude.

Most frequently entered by high level experts and rogues, occasionally artisans of other classes can be found as well. Fighters and the occasional ranger or paladin who can meet the prerequisites frequently find this class a boon, alleviating their heavy dependency upon their friends and cohorts who are spellcasters. Bards and the occasional sorcerer focusing upon item creation are also drawn to the path of the spellbinder artisan in order to expand their options. Most spend little time learning in this manner, however, and wizards, clerics, and druids are almost unheard of among the ranks of the artisans, preferring the more traditional paths available.

Hit Die: d6.

REQUIREMENTS:

Skills: Craft (any two) 12 ranks, Use Magic Device 7 ranks.

Feats: Skill Focus (any one craft skill).

Class Skills

A spellbinder artisan's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Forgery (Int), Handle Animal (Cha), Knowledge (arcana, architecture and engineering, history, nature, and religion), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), and Use Magic Device (Cha). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are the class features of the spellbinder artisan prestige class.

Weapon and Armor Proficiency: Spellbinder artisans gain no proficiency with any armor or shield.

An artisan is proficient with all hammers, including the light hammer, the warhammer, the maul, the gnome hooked hammer and any other simple, martial, or exotic hammer. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

Apprentice Spellbinder (Ex): The caster level prerequisite for a spellbinder artisan's item creation feats are replaced with a minimum number of ranks in any craft skill equal to 10 + the normal caster level. So, if an expert 9/spellbinder artisan 1 with 13 ranks of craft (weaponsmithing) were to pick his bonus feat, he could choose either Scribe Scroll (requiring a 1st level caster or 11 ranks of a craft skill) or Brew Potion (requiring a 3rd level caster or 13 ranks of a craft skill). An artificer may use this

Table: The Spellbinder Artisan

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Apprentice Spellbinder, Bonus Feat
2nd	+1	+0	+0	+3	Magical Creation (1/week)
3rd	+2	+1	+1	+3	Alchemist, Bonus Feat
4th	+3	+1	+1	+4	Journeyman Spellbinder, <i>identify</i> 1/day
5th	+3	+1	+1	+4	Magical Creation (1/item)
6th	+4	+2	+2	+5	Imbue Item
7th	+5	+2	+2	+5	Bonus Feat
8th	+6/+1	+2	+2	+6	--
9th	+6/+1	+3	+3	+6	Magical Creation (full), <i>analyze dweomer</i> 1/day
10th	+7/+2	+3	+3	+7	Bonus Feat, Master Spellbinder



preferential method of meeting Item Creation feat prerequisites when choosing bonus feats or the feats that a character of any class gains every third level. A spellbinder artisan who is also a spellcaster may choose whichever prerequisite is most beneficial to him at the time he acquires the feat. The artisan must still have access to required spells through either the use of Use Magic Device, his own spellcasting levels, or another spellcaster for the actual crafting of the items.

Bonus Feat: At the levels specified, a spellbinder artisan gains an item creation feat of her choice.

Magical Creation: Beginning at 2nd level, an artisan using scrolls or spell-trigger items need only use one scroll or charge per week of crafting when using an Item Creation feat. At 5th level, an artificer needs only use one scroll or charge for the entire duration of the crafting process and at 9th level, no longer uses up the scroll or any charges in the spell-trigger item, allowing the character to build up a library of spells available to her with no need to expend it during crafting. The scroll or spell-trigger item must still be present during the course of the entire crafting process and is consumed at the end of the week or when the item is completed, unless the artisan has reached 9th level. When using magical creation with

spells that have expensive material or XP components, the artificer must provide those components on days when a scroll or charge is not consumed if normally required.

Mundane Alchemist: Beginning at 3rd level, a spellbinder artisan is capable of using the craft (alchemy) skill, regardless of whether or not they are a spellcaster of 1st level or higher.

Journeyman Spellbinder (Ex): At 4th level, when using the Use Magic Device skill to activate an item for use in crafting a magical item, an artisan gains a bonus equal to half his spellbinder artisan class level. Furthermore, a spellbinder artisan may make a Use Magic Device check in order to emulate a caster level for the purposes of special restrictions related to item creation with the same rules that apply to using scrolls. For instance, if an expert 9/spellbinder artisan 4 were attempting to create a +2 longsword, he would need a Use Magic Device check of 26 to emulate a 6th level caster. This check must be made at the beginning of each week of crafting and if it is failed the artisan makes no progress in crafting the item in question. The Use Magic Device check can never grant the artisan a caster level higher than his character level for this purpose.

Identify and Analyze Dweomer (Sp): At 4th level, a spellbinder artisan gains the ability to use *identify* as a spell-like ability, once per day. At 9th level the ability expands and he gains the ability to use *analyze dweomer* once per day as well. The caster level for these abilities is equal to the character's spellbinder artisan class level.

Imbue Item (Sp): At 6th level, a spellbinder artisan is able to use an ability similar to the spell *permanency* upon objects and areas only. The caster level for this ability is equal to twice the artisan's class level minus 3. The artisan must pay the experience cost listed for each spell in full when he uses the ability and may only use it on spells he has activated or cast himself.

Master Spellbinder (Ex): At 10th level, when using the Use Magic Device skill to activate an item for use in crafting a magical item, an artisan may now take 10, despite the normal restrictions of the skill. Furthermore, an artisan's effective caster level for the purposes of special restrictions related to item creation is no longer limited by anything other than the result he can gain with his Use Magic Device check. An artisan may not take 10 when using the Use Magic Device skill for this purpose.