

Machinist

Prime Req: Int and Dex

HD: d6

Cleave: ½ per level

Stronghold: Manufactory

Equipment: Chainmail or lighter armor; shields; arbalest, crossbow, dagger, hand axe, mace, warhammer

<i>XP</i>	<i>Title</i>	<i>Lvl</i>	<i>HD</i>	<i>Locks</i>	<i>Traps</i>	<i>Automata</i>
0	Apprentice	1	1d6	18+	18+	17+
1,400	Mechanic	2	2d6	17+	17+	16+
2,800	Shaper	3	3d6	16+	16+	15+
5,600	Forger	4	4d6	15+	15+	14+
11,200	Maker	5	5d6	14+	14+	13+
22,400	Engineer	6	6d6	12+	12+	12+
45,000	Artificer	7	7d6	10+	10+	11+
90,000	Machinist	8	8d6	8+	8+	10+
190,000	Master Machinist	9	9d6	6+	6+	9+
290,000	Master Machinist	10	9d6+2	4+	4+	8+
390,000	Master Machinist	11	9d6+4	3+	3+	7+
490,000	Master Machinist	12	9d6+6	2+	2+	6+
590,000	Master Machinist	13	9d6+8	1+	1+	5+
690,000	Grandmaster Mach.	14	9d6+10	1+	1+	4+

<i>Level</i>	<i>Petrification & Paralysis</i>	<i>Poison & Death</i>	<i>Blast & Breath</i>	<i>Staffs & Wands</i>	<i>Spells</i>	<i>Attack Throw</i>
1-2	13+	13+	16+	14+	15+	10+
3-4	12+	12+	15+	13+	14+	9+
5-6	11+	11+	14+	12+	13+	8+
7-8	10+	10+	13+	11+	12+	7+
9-10	9+	9+	12+	10+	11+	6+
11-12	8+	8+	11+	9+	10+	5+
13-14+	7+	7+	10+	8+	9+	4+

Craft: At first level, a machinist is an apprentice in at least one craft. He or she can manufacture 10gp per month of goods, and can identify masterwork items, rare materials, and famous artisans with a proficiency throw of 11+. The machinist must choose the specific craft to be trained in. The machinist can spend additional proficiency selections to know several types of craft or to have a higher level of skill in a specific craft (see the Craft proficiency).