

Ye Grande Olde List Of Artificers

NOTE: Any link to a Paizo thread is possibly out of date. Paizo changes their URL schemas somewhat often, and this changes what the various randomly generated bits of text in the URL points to. If a link doesn't work, please highlight the link and hit ctrl-alt-m to leave a comment stating so, and I'll try to fix it. In the mean time, you can get the thread's title from the link (the part after the ?) and copy and paste that into the paizo.com search bar.

Artificer base classes:

[Paul O'Connell's Ardwright](#)

[Pluvia33's Artificer \(google docs\)](#)

[Dragonamedrake's Artificer](#)

[pluvia33's artificer](#)

[nomadicc's artificer](#)

[Witchfinder's artificer](#)

[Liquid's Artificer](#)

[Helic's Artificer](#)

[SmiloDan's Tinker](#)

[NecromanticNate's Arcanotech Engineer](#)

[Loyal Battle Monkey's Artificer conversion](#)

[Xenh's Tinker class](#)

[SoulofWolf's Inventor](#)

[Rhuun's Artificer \(Discussion thread\)](#)

[Chronologist's Artificer](#) (See the note about Adamant's Artificer, below)

[Alchemy Studio's Artificer](#) (work in progress)

[SteelDraco's Artificer \(somewhat straight conversion of 3.5\)](#)

[Mistah J's Tinker](#)

[Gunsmith Paladin's Gadgeteer](#) (Paizo [thread](#))

[Elghinn Lightbringer's Artificer base class](#)

[SuperTaster's Artificer](#)

[VegasHoneyBadger's Artificer](#)

[JohnnyPanic's Technomancer](#)

3rd Party Base Classes

[Adamant's Artificer](#) The weird science ability of this class is generally recognized as extremely overpowered.

[Headless Hydra Game's Clockworker](#)

[Rite Publishing's Faces of the Tarnished Souk: Kahravass Fleymbrow, Smith of Burning Desire has the artisan class](#)

[LPJr's Machinesmith](#)

[Drop Dead Studio's Artisan](#)

[Rossi Publishing Games' Spark](#)

[Amora Games' Tinker](#)
[Interjection Games' Tinker](#)
[Interjection Games' Gadgeteer](#)
[Gearhead from Pure Steam](#)
[Golemoid, Mechamage, Steamwright, Thunder Scout from the Thunderscape Campaign Setting](#)
[Technician class](#) from Radiance House's Age of Electrotech

Artificer / Engineer Archetypes / PrCs:

[Rowdy's Artificer PrC](#)
[Phoenix' Artificer wizard archetype](#)
[Mufasaa's Artificer \(based on summoner\)](#)
[Anthony Kane's Engineer](#) (alchemist archetype)
[hida_jiremi's Engineer](#) (alchemist archetype)
[SmiloDan's ENGINE KNIGHT](#) (fighter / alchemist PrC)
[Davor's Engineer](#) (Alchemist archetype)
[SmiloDan's Sapper \(Alchemist archetype\)](#)
[Sean K. Reynolds' Robomancer](#) summoner archetype ([Non-free. Available here on Paizo](#))

Artificer player options:

[Pluvia33's Artifice Mystery \(he really likes the concept I guess!\)](#)
[Pluvia33's Artifice Mystery \(google docs, different I think\)](#)

The below lists are by no means exhaustive or even correct, but should give a good idea of the theme of a few of these.

Engineers:

[Christopher Delvo's Engineer](#)
[Enipernackle's Armored Engineer](#)
[NecromanticNate's Arcanotech Engineer](#)
[SmiloDan's Sapper](#) (Kinda)
[Detect Magic's Arcane Mechanik](#)
[Umbral Weaver's Armiger](#)
[Jekara's Battlefield Engineer](#)
[wifantasywriter's Engineer class](#)
[ClarkKent07's clockwork engineer \(discussion thread\)](#)
[Sean K. Reynolds' Robomancer](#) summoner archetype

Clockpunk:

[Headless Hydra Game's Clockworker](#)
[Christopher Delvo's Engineer](#) (Kinda)
[LPJr's Machinesmith](#)
[ClarkKent07's clockwork engineer \(discussion thread\)](#)

Steampunk:

[Enipernackle's Armored Engineer](#)

Gonzo:

[Interjection Games' Mechromancer](#)

Note: Pluvia has few billion versions up here. I believe they are all different.