

[Caster Artificer

starting abilities:

All in INT then CON then +4 WIS (or as much as is available)

Feats (not so secret version)

1: Mental Toughness / (Fleshies) Insightful Reflexes

3: Spell Focus Evocation –

4: (bonus) Maximize (both)

6: Greater Spell Focus Evocation

8: (bonus) Quicken

9: Improved Mental Toughness / wiz past life

12: Spell Focus Illusion / fleshies Construct Essence

(bonus): Empower / Fleshies improved Construct Essence

15: Greater Spell Focus Illusion / fleshies Spell Focus Illusion

16: (bonus) Heighten / (Fleshies) Empower

18: Insightful Reflexes/ (fleshies) Greater spell focus illusion

20: (bonus) Adamantine Body/heighten

21: Epic Spell Focus Illusion

22: (destiny) Epic Spell Power: Electric

24: Master of Artifice

25: (destiny) Epic Spell Power: Force

27: Burst of glacial wrath

28: (destiny): Deific warding / epic spell power fire

30: Embolden Spell

(legendary): Scion of the Plane of Air

31: (destiny) Spell Specialty: Evocation

33 epic spell focus evocation

34 Spell Specialty: Illusion

Skills:

UMD 22

Spot 23

Search 23

Spellcraft 23

Disable 23

Open 23

Jump 11

Repair 23

Concentration 23

Tumble: 1

Heal 9

Gear at 32:

Legendary Arcsteel Battlemage set

Legendary Arcsteel Brim

Legendary Plasma core

Legendary Attunement Gauntlets

No set or not using set

xLegendary Goggles of Dusk

Two Headed Platinum Piece

Legendary Ring of Unlocked Mind

Legendary Ring of Winter's Chill

Legendary Construct's Mantle

Legendary Shining Reliquary Burning Scepter

Legendary Forbidden Knowledge set

Legendary Wristbound Register

Legendary Lightning Rail Worker's Boots

Legendary Bladesworn Bandolier

Legendary Blademark Amulet

Legendary Prototype Mark IV: Discharge
System

Epic gear at 20:

Arcsteel Battlemage set

Arcsteel Brim

Plasma core

Attunement Gauntlets or mastermaker fingers

No set or not using set

Goggles of Dusk

Trinket Library card?

Ring

Ring

Construct's Mantle

weapon

Forbidden Knowledge set

Wristbound Register (Vecna Unleashed)

Lightning Rail Worker's Boots (Grand Theft Aureon)

Bladesworn Bandolier (Walk the fucking dog)

Blademark Amulet

Prototype Mark IV: Discharge System (vecna denied)

Low Heroic set:

Sacrarium Suncatcher (IoD)

Pendant of the Sea (IoD)

Captain's Spyglass (IoD)

Ol' Ironsides (IoD)

Magma Waders (IoD)

unlocked Scarlet & Blue Ioun Stone (INT)

Cloak of Winter (Fey1)

Belt of the Ram (Fey2)

Ring of Winter's Chill (Fey3)

Ring of Spring's Storms (Fey4)

Deadringers (Fey5)

Green Dragonscale Bracers (Fey6)

Robe of Autumn Winds (Fey7)

Amethyst Loupe (or crafted spot/search)

Enhancements:

The skill tree for the Arcanotechnician (Art) class is displayed in a grid format. Each node contains an icon, a progress indicator (e.g., 3/3), and an upward arrow indicating its parent node. The tree is organized into several levels, with a 'CORE ENHANCEMENTS' section at the bottom.

Core Enhancements:

- 1/1 (Goggles)
- 1/1 (Flask)
- 1/1 (Cylinder)
- 1/1 (Lightning)
- 1/1 (Globe)
- 1/1 (Staff)

Tree Progress Summary:

- Level 1 (Bottom): 3/3 (Lizard), 0/3 (Silhouette), 0/3 (Face), 1/1 (Flame), 0/3 (Book)
- Level 2: 3/3 (Lightning), 3/3 (Hand), 3/3 (Wrench), 0/1 (Hand), 1/1 (Book)
- Level 3: 3/3 (Space), 0/2 (Arrow), 3/3 (Lamp), 0/1 (Hand), 1/1 (Book)
- Level 4 (Top): 3/3 (Lightning), 1/1 (Shield), 0/3 (Antler), 3/3 (Book), 3/3 (Shield)

Bottom Section:

- Icon:
- Class Name: Arcanotechnician (Art)
- AP Spent: 49 AP Spent
- Reset Tree Button

The skill tree for Battle Engineer (Art) consists of the following abilities and their progression paths:

- Row 1 (Selected):** Five abilities, each with a red 'X' and a red border.
- Row 2:**
 - Ability 1 (0/1) has an arrow pointing to the first ability in Row 1.
 - Ability 2 (0/1) has an arrow pointing to the second ability in Row 1.
 - Ability 3 (0/3) has an arrow pointing to the third ability in Row 1.
 - Ability 4 (0/3) has an arrow pointing to the fourth ability in Row 1.
 - Ability 5 (0/1) has an arrow pointing to the fifth ability in Row 1.
- Row 3:**
 - Ability 1 (0/1) has an arrow pointing to the first ability in Row 2.
 - Ability 2 (0/3) has an arrow pointing to the second ability in Row 2.
 - Ability 3 (0/3) has an arrow pointing to the third ability in Row 2.
 - Ability 4 (0/1) has an arrow pointing to the fourth ability in Row 2.
 - Ability 5 (0/1) has an arrow pointing to the fifth ability in Row 2.
- Row 4:**
 - Ability 1 (0/1) has an arrow pointing to the first ability in Row 3.
 - Ability 2 (0/3) has an arrow pointing to the second ability in Row 3.
 - Ability 3 (0/3) has an arrow pointing to the third ability in Row 3.
 - Ability 4 (0/3) has an arrow pointing to the fourth ability in Row 3.
 - Ability 5 (0/3) has an arrow pointing to the fifth ability in Row 3.
- Row 5:**
 - Ability 1 (0/1) has an arrow pointing to the first ability in Row 4.
 - Ability 2 (2/3) has an arrow pointing to the second ability in Row 4.
 - Ability 3 (0/3) has an arrow pointing to the third ability in Row 4.
 - Ability 4 (3/3) has an arrow pointing to the fourth ability in Row 4.
 - Ability 5 (0/3) has an arrow pointing to the fifth ability in Row 4.
- Row 6 (CORE ENHANCEMENTS):** Six abilities, each with a progress indicator (1/1, 1/1, 0/1, 0/1, 0/1, 0/1).

CORE ENHANCEMENTS 7 AP Spent

Battle Engineer (Art) [Reset Tree](#)

 X	 X	 X	 X	 X	
 0/1	 0/3	 1/1	 0/3	 1/1	
 0/3	 0/1	 1/1	 0/1	 1/1	
 3/3	 0/1	 1/1	 1/1	 0/3	
 0/3	 0/1	 1/1	 3/3	 0/1	
 1/1	 1/1	 1/1	 1/1	 0/1	 0/1

CORE ENHANCEMENTS

26 AP Spent

 Feydark Illusionist

[Reset Tree](#)

Epic Destiny

The image displays an Epic Destiny skill tree for a Machrotechnic character. The tree is organized into several rows of icons, each representing a different skill or enhancement. The icons are arranged in a grid-like structure, with some icons having a red border and a white 'X' mark, indicating they are locked or unavailable. The background of the tree is a fiery, orange and red gradient.

The tree consists of the following icons and their completion status:

- Row 1: 5 icons, all with a red border and a white 'X' mark.
- Row 2: 5 icons. The first two are blue and labeled '1/1'. The third is grey and labeled '0/1'. The fourth is yellow and labeled '1/3'. The fifth is grey and labeled '0/1', with an upward arrow above it.
- Row 3: 5 icons. The first is grey and labeled '0/3'. The second is blue and labeled '3/3'. The third is yellow and labeled '3/3'. The fourth is grey and labeled '0/3'. The fifth is grey and labeled '0/1', with an upward arrow above it.
- Row 4: 5 icons. The first is grey and labeled '0/1'. The second is grey and labeled '0/1'. The third is blue and labeled '1/1'. The fourth is blue and labeled '1/1'. The fifth is grey and labeled '0/1', with an upward arrow above it.
- Row 5: 5 icons. The first is grey and labeled '0/3'. The second is grey and labeled '0/3'. The third is blue and labeled '3/3'. The fourth is blue and labeled '1/1'. The fifth is blue and labeled '2/3'.
- Row 6: 4 blue icons, all labeled '1/1'.

At the bottom of the tree, there is a section labeled "CORE ENHANCEMENTS" containing the four blue icons from Row 6. Below this section, the character's name "Machrotechnic" is displayed next to a small icon of a blue sphere with a white star. To the right of the name, the text "26 AP Spent" is shown, and a "Reset Tree" button is located at the bottom right.

 1/1	 0/1	 1/1	 1/1	 2/3
 0/1	 0/1	 1/1	 2/3	 3/3
 0/1	 0/1	 1/1	 0/3	 3/3
 0/3	 0/1	 1/1	 3/3	 0/1
 3/3	 0/3	 0/1	 3/3	 3/3
 1/1	 1/1	 1/1	 1/1	


CORE ENHANCEMENTS
37 AP Spent

Draconic Incarnation
Reset Tree

Alternate choices of destiny and gear for those
who don't have Vecna Unleashed x-pac

Primal instead of Macrotech:



open gear slots:

Rune Arm: Leg Old Ironsides

caster stick: dino stick / repeater / Morning Lord
Stick

boots: Leg Beachcombers scale slot: +14
wisdom or 20% Force crit

Belt: Leg Black Sand / Claw: +5% Quality
bonus to Electric Spell Crit Damage

Neck: Leg Pend of the Sea (hail King) Fang:
+10% Insight bonus to Electric Spell Crit
Damage

Wrist: Leg Bronzed Bracers (repair lore) Scale
slot: +20% Enhancement bonus to Electric Spell
Crit Damage.

Ring: Legendary Ring of Winter / legendary signet of shavarath (preferred)

Ring: Legendary Shattered Onyx (Ins INT)

Needs:

INT:

enhancement 14 (2head plat trinket)

insight: 6 Leg shattered onyx

Quality: 3 Leg Constructs mantle

CON:

enhancement: 14 leg Belt of Black Sands

insight 5 (augment maybe)

EVO DCs:

enhancement +6 (Legendary Goggles of Dusk)

insight (L gog dusk) +3

Quality (Lgog dusk) +2

Profane +2 (dread set)

Artifact +3 (Arcsteel battlemage set)

Sacred: none

Exceptional: none

Electric power/crit:

enhancement 142/21 (L. Attunement Gaunt)

insight: 74 Leg Pend of the Sea

Quality 35 (L constr mant)

Artifact 30 (arcsteel set)

profane 25 (dread isle set)

Fire spellpower/crit: Leg Ol Ironsides

enhancement 149/22

Artifact 30 (arcsteel set)

profane 25 (dread isle set)

Force Spellpower/crit: leg signet of shavarath

enhancement 149/22

Artifact 30 (arcsteel set)

profane 25 (dread isle set)

Profane bonus

Artifact Bonus