# Ruceson Archetype

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### Animator (Runesmith Archetype)

At its core, runesmithing is the temporal disconnection of the shaping of a magical effect and its empowerment. If this sounds like a very generic description, you're paying attention. Bravo. Generic descriptions tend to result in wide-ranging functionality, but the popular image of the runesmith is that of an arcane blacksmith. What, then, is keeping the profession pigeonholed to one primary role with a few variations therein?

### Wizards.

Runesmiths are masters of stuff. They make magic stuff better, make non-magic stuff temporarily magic, or use stuff as a focus for specific magic effects. Wizards, on the other hand, tell the laws of physics that they're more like guidelines and rend reality itself for a living. The slower expressions of arcane magic just can't compete with that kind of flash and pizzazz, so the shoehorning just happens because aristocrats with more money than sense like that sort of showmanship.

The only place a runesmith can truly compete head-tohead with a wizard is when a problem can't be solved all at once. If the spell is a ritual that takes all day to cast, or if that spell needs three hours of concentration to do all the work, the comparatively insane flexibility of disconnecting the preparation of spells with their actual empowerment comes to the fore. As luck would have it, carting around an enchanted castle full of weaponized household items is one of those places where flexibility kicks all sorts of butt.

**Table: Animated Objects** 

Animators have the following class features:

**Animation (Su):** At 1st level, an animator has learned how to charge inanimate matter with sufficient power to induce long-term animation. Whenever the animator prepares his inscription slots for the day, he may also inscribe runes upon a single Tiny inanimate object in reach. This process requires 1 minute of uninterrupted concentration, making it almost impossible to inscribe an object owned by another creature in this manner, and the size of inanimate object he can inscribe increases as his animator level increases, as detailed in Table: Animated Objects Primer. Once inscribed in this fashion, the inanimate object becomes an animated object under the animator's control, and remains animated for 24 hours or until destroyed.

Animated objects come standard with a number of construction points, or CP, based on their size category, which allows for the purchase of special abilities that customize that animated object. When animating an object with this ability, the animator may assign construction point abilities to that object. Further, he may spend 1 inscription point on a Large or smaller animated object or 2 inscription points on a Huge or larger animated object as he animates it. If he does, that animated object can only have one additional construction point granted to it in this manner.

Starting at 8th level, an animator may elect not to animate a single object of the size available to him given his animator level. If he chooses not to, he instead animates a single animated object of each smaller size. For example, a 12th level animator can animate a single Large object. He may instead choose to animate a Medium object, a Small object, and a Tiny object, for those are the sizes of animated objects that are smaller than Large.

This ability replaces modify runes.

Essentials					
Size	Sample Object	HD	Base CP	CR	Animator Level to Inscribe
Tiny	Candelabra	1d10	1	1/2	1
Small	Chair	2d10+10	1	2	4
Medium	Cage	3d10+20	2	3	8
Large	Statue	4d10+30	3	5	12
Huge	Wagon	7d10+40	4	7	16
Gargantuan	Catapult	10d10+60	5	9	20
Colossal	Ship	13d10+80	6	11	2

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**Equipment Exclusivity (Ex):** Starting at 1st level, an animator can only learn equipment runes.

**Conspicuous Construction:** At the indicated levels, an animator learns special modifications from the list below. When animating an object with the animation class feature, the animator may spend construction points on his known special modifications, in addition to those available to all creators of animated objects.

*Runic Script (Ex)* Cost: 1 CP Requires: Animator level 3rd

An animated object with this modification may have a Least equipment rune inscribed upon it. Weapon runes inscribed upon an animated object modify its natural attacks, while other equipment runes simply apply their benefit. If an equipment rune normally requires the presentation of the inscribed item, then the construct may satisfy this by jiggling its body. An animated object with an equipment rune inscribed upon it knows how to use it.

An animated object with multiple equipment runes on it must have a loadout in which each rune occupies a unique slot. For example, two boot runes cannot be applied, but a boot rune and a hat rune may be applied.

*Runic Script, Improved (Ex)* Cost: 2 CP Requires: Animator level 7th

An animated object with this modification may have a Lesser equipment rune inscribed upon it. Weapon runes inscribed upon an animated object modify its natural attacks, while other equipment runes simply apply their benefit. If an equipment rune normally requires the presentation of the inscribed item, then the construct may satisfy this by jiggling its body. An animated object with an equipment rune inscribed upon it knows how to use it.

An animated object with multiple equipment runes on it must have a loadout in which each rune occupies a unique slot. For example, two boot runes cannot be applied, but a boot rune and a hat rune may be applied.

*Runic Script, Greater (Ex)* Cost: 3 CP Requires: Animator level 15th

An animated object with this modification may have a Lesser equipment rune inscribed upon it. Weapon runes inscribed upon an animated object modify its natural attacks, while other equipment runes simply apply their benefit. If an equipment rune normally requires the presentation of the inscribed item, then the construct may satisfy this by jiggling its body. An animated object with an equipment rune inscribed upon it knows how to use it.

An animated object with multiple equipment runes on it must have a loadout in which each rune occupies a unique slot. For example, two boot runes cannot be applied, but a boot rune and a hat rune may be applied.

### **Reference Material: Construction Points**

Animated objects have a number of Construction Points (CP) used to purchase abilities and defenses in addition to those presented above. A medium animated object has 2 CP; differently sized objects have CP totals as detailed on the size chart on this page. If an animated object spends more CP than its size category would allow, its CR increases by 1 (minimum of +1) for every 2 additional CP spent.

Additional Attack (Ex, 1 CP): Gains an additional slam attack.

Additional Natural Attack (Ex, 1 CP): The object gains an additional natural attack. The object must have an appropriate appendage or part for the natural attack.

Additional Movement (Ex, 1 CP): Gains a new mode of movement (burrow, climb, fly [clumsy], or swim) at a speed equal to its base speed.

Augmented Critical (Ex, 1 CP): Increase the threat range for the Animated Object's melee attacks by 1 or the threat multiplier by 1. This cannot combine with itself or with the piercing attack or slashing attack object abilities.

**Burn (Ex, 1 CP):** The object gains burn (1d6) with its slam attacks. This can be applied multiple times. Its effects stack.

**Constrict (Ex, 1 CP):** Gains constrict with its slam attacks (the object must have grab before it can take this ability).

**Exceptional Reach (Ex, 1 CP):** The object gains +5 feet of reach with one melee attack. Increase reach on all attacks for an additional +1 CP.

**Faster (Ex, 1 CP):** One of the object's movement modes increases by +10 ft.

Grab (Ex, 1 CP): Gains grab special attack with slam attacks.

**Improved Attack (Ex, 1 CP):** All the Animated Object's melee or ranged attacks do damage as though it were one size category larger. A crafter must purchase Improved Attack separately for melee and ranged attacks.

**Metal (Ex, 2 CP):** The object is made of common metal. Its hardness increases to 10, and it gains a +2 increase to its natural armor bonus. Mithral objects cost 4 CP, and gain hardness 15 plus a +4 increase to natural armor. Adamantine objects cost 6 CP, gain hardness 20, and receive a +6 increase to natural armor.

**Piercing Attack (Ex, 1 CP):** Replace one melee attack with an attack that does the same amount of piercing damage and has a ×3 multiplier. Replace all melee attacks for an additional +1 CP. Object abilities that specify slam attacks do not work on piercing attacks.

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**Ranged Attack (Ex, 2 CP):** Replace one slam attack with a ranged attack. It does the same amount of damage, and has a range of 20 feet. Replace all attacks for an additional +2 CP. Object abilities that specify slam attacks do not work on ranged attacks.

**Resistance (Ex, 2 CP):** The object gains resistance 5 to one type of damage (acid, cold, electricity, or fire) chosen at the time of the object's creation. This effect can be applied multiple times. Its effects do not stack; each time it is applied, it applies to a different type of damage.

**Slashing Attack (Ex, 1 CP):** Replace one slam attack with an attack that does slashing damage and has either a 19-20 threat range (for blade-like attacks) or a  $\times 3$  threat multiplier (for axe- or scythelike attacks). Replace all melee attacks for an additional +1 CP. Object abilities that specify slam attacks do not work on slashing attacks.

**Stone (Ex, 1 CP):** The object is made of stone or crystal. Its hardness increases to 8 and it gains a +1 increase to its natural armor bonus.

Trample (Ex, 2 CP): The object gains the trample special attack.

**Trip (Ex, 2 CP):** The object gains the trip special ability with one of its slam attacks.

### **Reference Material: Construction Flaws**

Animated objects can gain more CP by applying flaws, which hamper the object but provide additional CP to spend on beneficial abilities. If the CP gained in this way is not spent on beneficial abilities, its CR decreases by 1 for every 2 CP conserved.

Brittle (Ex, +1 CP): The object gains vulnerability to cold.

**Cloth (Ex, +1 CP):** The object is made of thick cloth. Its hardness decreases to 0.

**Clunky (Ex, +1 CP):** Treat the object as though it had the staggered special quality.

**Flammable (Ex, +1 CP):** The object gains vulnerability to fire.

**Haunted (Ex, +1 CP):** The object is haunted by a malevolent spirit. It takes damage from positive energy as if it were an undead creature and can be detect by detect undead.

**Slower (Ex, +1 CP):** One of the object's movement modes decreases by – 10 ft.



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