

## a castles & crusades class

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### engineer:

The Engineer is a weak combatant, preferring to utilize missile weapons whenever possible, in particular the crossbow for its power and ease of use. When adventuring, the Engineer is able to identify safe corridors and passages, get through locks, spot, and disarm traps, improvise tools or weapons if needed, and assist in the assault or defense of fortifications. With their highly detail oriented mind, they are able to recognize a con job or spot things that just do not ring true rendering them more resistant to charming and illusions. Of course, being an engineer, they cannot resist tinkering and tweaking things to improve on them.

**Prime Attribute:** Intelligence  
**Hit Dice:** d6  
**Alignment:** Any  
**Weapons:** Club, Dagger, Dirk, Light Hammer, Hatchet, Light Mace, Light Pick, Spear, Staff, Crossbow (any), Dart, Sling  
**Armor:** Padded, Leather Coat, Leather Armor, Ring Mail, Studded Leather, and shields.  
**Abilities:** Automatic Crossbow, Improve Crossbow, Improvise Weapon, Improvise Logical Mind, Siege Craft, Stonework, Tinker

**1<sup>st</sup> Level:** **Tinker (Int)-** The Engineer is highly skilled and knowledgeable in mechanical sciences, how things operate, are constructed, and materials. This skill effectively combines the rogue abilities of Open Locks and Traps, though non-mechanical traps suffer a -10 penalty to locate, disarm, or set. Use of this ability requires a successful INT check modified as determined by the Castle Keeper.

**Stone Work (Wis)-** The Engineer is very proficient in stone construction and is able to spot inconsistencies, secret or concealed doors, dangerous surfaces, and other such deficiencies in much the same fashion as the dwarven racial ability of the same name.

**3<sup>rd</sup> Level:** **Improve Crossbow-** The Engineer has tinkered with and tested various materials and tensions to improve their crossbow, if so equipped, so that the weapon range is increased by +10-feet and +1 damage..

**Logical Mind (Int)-** The Engineer has trained their mind to be logical and deal with how the world operates, observing actions and reactions. So much so that as a result their ability to simply accept things as they appear is reduced. This logical mind frame allows them a +2 bonus to saving throws against charm and illusion spells and spell-like effects.

**5<sup>th</sup> Level:** **Improvise (Int)-** The Engineer is able to utilize appropriate on-hand materials to create tools, weapons, and devices with which to overcome obstacles, traps, and obstructions. These tools and weapons may be used in lieu of the actual tools or weapons to open locks, set or disarm traps, and conduct combat. Construction of the desired tool, weapon, or device is considered achieved with a successful INT check, with an appropriate challenge level as determined by the Castle Keeper. In addition,

the Engineer may also modify existing traps, locks, and devices with a successful INT check in such a way that only that Engineer may safely bypass or disarm, open, or operate said traps, locks, or devices due to the improvised nature of the modifications..

**7<sup>th</sup> Level:** **Automatic Crossbow-** The Engineer has further modified their crossbow, if so equipped adding a magazine for bolts, wheels, pulleys, wire, and cocking lever so that the weapon reloads and resets automatically at the pull of the lever. This improvement allows for faster fire when used by the engineer. When used by anyone else, the weapon actually only fires every other round as they struggle to figure out the complicated additions. This weapon is capable of firing twice per round. Roll for initiative as normal for the first bolt, the second bolt firing on last on one during the initiative round..

**9<sup>th</sup> Level:** **Siege Craft-** The Engineer is able to utilize materials on hand to help build fixed defenses such as door barricades, breastworks, and other fixed defenses, temporary or otherwise. Successfully employed, this ability imposes a +5 Challenge Level to enemy checks when attempting to break through the barricaded door, breastworks, or other defenses so constructed. This ability is more suitable for large scale combat but an creative Engineer can put it to use in a dungeon environment in suitable circumstance. This ability is also able to be used in reverse in that the Engineer is able to determine how to remove or bypass fixed defenses of enemies and thereby improve friendly ability checks by a like amount when attempting to lay siege or attack an enemy behind such defenses. The engineer is also able to utilize and direct the use of siege engines for both defense and attack as available and appropriate as determined by the Castle Keeper.

Level	HD	BtH	EPP
1	d6	+0	0
2	d6	+0	1801
3	d6	+1	3601
4	d6	+1	7201
5	d6	+2	15001
6	d6	+2	30001
7	d6	+3	65001
8	d6	+3	130001
9	d6	+4	260001
10	d6	+4	520001
11	+2 HP	+5	670001
12	+2 HP	+5	820001
13+	+150,000 EP per level		