	rtificer	*	ARTIFICER			
TOME OF SECRETS ARTIFICER Z	auber-	Artifice Level	r		Crafting Abilities	Elbow Grease
INVENIMIANC	stufe	1		Jack of All Trades	Weird Science	+2
INVENTIONS Invention Stufe Inventions = Base +	Bonus	2		Item Creation	Scribe Scroll	
Save DC Stufe per day Inventions	Inventions INT	3		Bonustalent	Brew Potion	
1		4			Wundersamen Gegenstand herstellen	
3		5		Salvage	Craft Magic Arms and Armour	
4		6		Metamagic Science	Zauberstab herstellen	+4
Invention Save DC = 10 + INT + Spell Level		8		Bonustalent	Zauberstab Herstellen	
Invention time = 4 hours per spell level		9		Donastarent	Zauberzepter herstellen	
INVENTION USES Artificer PRO TAG Level	\	10			·	+6
= 1 + (÷ 2	(aufrunden)	11		Improved Metamagic Science		
USE MAGICAL DEVICE		12		Bonustalent	Zauberstecken herstellen	
SG 15 To use an invention crafted by someon		13		Improved Jack of All Trades		
SG 20 To use an invention when its uses are rising 1 each time it's used	spent	14			Forge Ring	
SG 25 To use several magical effects at once plus the number of effects	!	16		Bonustalent		
CRAFT MAGIC ITEM		19		Bonustalent		
CRAFT SG 20 To create a magical item		20		Exemplar		
plus required caster level SG 20 To create magical item with metamagi				BONUST at from this list at 3rd, 8th, 12th, 16th ar		*
SALVAGE Salvaging a magical item takes one day, and reco- equal to the cost of the materials that can be use items. It cannot be spent. When deconstructing a wand with some spent ch recovered is an equivalent fraction of the cost of	ed to craft other narges, the value	□ Exte	rge Sp nd Spe	ell +1 🗆 Magical Aptitude	☐ Quicken Spell +4 ☐ Still Sp☐ Silent Spell +1 ☐ Widen☐ Fertigkeitsfokus MAGIC ITEMS	
Salvage Value						
ZAUBERSTÄBE	*					
# 0000 0000 000 000 000 000 000 000 000						
		×	SC	CHRIFTROLLEN	TRÄNKE	ž
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