Artificer	×	ARTIFICER				
ARTIFICER Nível de	Artificer Level	r		Crafting Abilities	Elbow Grease	
Conjurador	1		Jack of All Trades	Weird Science	+2	
Invention Invenções Bonus	2		Item Creation	Scribe Scroll		
Invention Save DC	3		Talento Bônus	Brew Potion		
1 7777	4			Craft Wondrous Item		
3	5		Salvage	Craft Magic Arms and Armour		
3 4 0000	6		Metamagic Science	0 (1111 )	+4	
Invention Save DC = 10 + INT + Spell Level	8		Talento Bônus	Craft Wand		
Invention time = 4 horas por nível de magia	9		Tutento Bondo	Craft Rod		
INVENTION USES Artificer PER DAY Level	10				+6	
= 1 + ( ; 2 ) (Arredonda para Cima)	11		Improved Metamagic Science			
USE MAGICAL DEVICE	12		Talento Bônus	Craft Staff		
CD 15 To use an invention crafted by someone else	13		Improved Jack of All Trades			
CD 20 To use an invention when its uses are spent rising 1 each time it's used	14			Forge Ring		
CD 25 Para usar vários efeitos mágicos de uma vez plus the number of effects	16		Talento Bônus			
CRAFT MAGIC ITEM	19		Talento Bônus			
OFICIO CD 20 To create a magical item	20		Exemplar			
plus required caster level	Calant a h	anua fa	TALENT at from this list at 3rd, 8th, 12th, 16th at	O BÔNUS	,	
CD 20 Para criar itens mágicos com metamagia plus 3× modified caster level	□ Empo			□ Quicken Spell +4 □ Still Sp	oell +1	
SALVAGE			Magia +1   Magical Aptitude	☐ Silent Spell +1 ☐ Widen	Spell +3	
Salvaging a magical item takes one day, and recovers the a value equal to the cost of the materials that can be used to craft other	□ Exter     Metamagic		ell +1 ☐ Maximise Spell +3 apply a spell level increase	☐ Skill Focus		
items. It cannot be spent.  When deconstructing a wand with some spent charges, the value	×		MATERIALS	ITENS MÁGICOS	,	
recovered is an equivalent fraction of the cost of the wand.						
Salvage Value						
VI DIAVIL C						
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