Artificer	*	ARTIFICER				
ARTIFICER Level	Artifice Level	r		Crafting Abilities		
Level	1		Jack of All Trades	Weird Science	+2	
INVENTIONS  Invention  Level  Inventions = Base + Inventions	2		Item Creation	Scribe Scroll		
Save DC per day Inventions INT	3		Bonus Feat	Brew Potion		
2 0000	4		0.1	Craft Wondrous Item		
3	5		Salvage  Metamagic Science	Craft Magic Arms and Armour		
4	7		Metamagic Science	Craft Wand	+4	
Invention Save DC = 10 + INT + Spell Level Invention time = 4 hours per spell level	8		Bonus Feat	Gait wanu		
INVENTION USES Artificer PER DAY Level	9			Craft Rod	. 6	
= 1 + ( ; 2 ) (Naar boven afgerond)	10		Improved Metamagic Science		+6	
USE MAGICAL DEVICE	12		Bonus Feat	Craft Staff		
DC 15 To use an invention crafted by someone else	13		Improved Jack of All Trades			
DC 20 To use an invention when its uses are spent rising 1 each time it's used	14		<u> </u>	Forge Ring		
DC 25 To use several magical effects at once plus the number of effects	16		Bonus Feat			
CRAFT MAGIC ITEM	19		Bonus Feat			
CRAFT DC 20 To create a magical item	20		Exemplar			
plus required caster level  DC 20 To create magical item with metamagic			BONUS PR at from this list at 3rd, 8th, 12th, 16th ar		,	
SALVAGE  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 items. It cannot be spent.  When deconstructing a wand with some spent charges, the value recovered is an equivalent fraction of the cost of the wand.  Salvage Value	□ Exte			☐ Silent Spell +1 ☐ Wider☐ Skill Focus    MAGIC ITEMS	Spell +3	
WANDS  SERVICE OF THE CONTROL OF THE						
CHARGE # 000 000 000 000 000 000 000 000 000						
CHAMGES	×		SCROLLS	POTIONS	,	
# 000 000 000						
CHARGES # COO OOO OOO OOO						
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