Artificer	*	ARTIFICER			
ARTIFICER Conjurador	Artificer Level	r		Crafting Abilities	Elbow Grease
Nível	1		Jack of All Trades	Weird Science	+2
Invention Inventions = Base + Inventions	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	
4	7		Metamagic Science	Craft Wand	+4
Invention Save DC = 10 + INT + Spell Level	8		Talento Bônus	Orall Walla	
Invention time = 4 horas por nível de magia INVENTION USES Artificer	9			Craft Rod	
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 CD 20 To use an invention when its uses are spent	13		Improved Jack of All Trades		
rising 1 each time it's used	14			Forge Ring	
CD 25 To use several magical effects at once plus the number of effects	16		Talento Bônus		
CRAFT MAGIC ITEM	19		Talento Bônus Exemplar		
OFICIO CD 20 To create a magical item	20		<u> </u>	O BÔNUS	
plus required caster level CD 20 To create magical item with metamagic	Select a bo	onus fe	at from this list at 3rd, 8th, 12th, 16th a		,
plus 3× modified caster level	□ Empo		Spell +2 □ Heighten Spell Magia +1 □ Magical Aptitude	☐ Quicken Spell +4 ☐ Still Spell +1 ☐ Widen	
SALVAGE Salvaging a magical item takes one day, and recovers the a value	□ Exter	nd Spe	ell +1	☐ Skill Focus	Spell +3
equal to the cost of the materials that can be used to craft other items. It cannot be spent.	Metamagio	c feats	apply a spell level increase MATERIALS	MAGIC ITEMS	
When deconstructing a wand with some spent charges, the value recovered is an equivalent fraction of the cost of the wand.			WATERIALS	MAGIC II EMS	·
Salvage Value					
VARINHAS					
CAR # 000 000 000 000 000 000 000 000 000					
0					
SA # 00000000000000000000000000000000000					
2 # 000 000 000	×	P	PERGAMINHOS	POÇÕES	,
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AA 4 000 000 000 000 000 000 000 000 000					
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