Artificer			AKTI	FICER	-
ARTIFICER Conjurador	Artificer Level	r		Crafting Abilities	Elbow Grease
Nível	1		Jack of All Trades	Weird Science	+2
Invention Inventions Bonus Bonus Bonus Inventions Base Inventions I	2		Item Creation	Scribe Scroll	
Save DC per day Inventions INT	3		Talento Bônus	Brew Potion	
2	4		Calvaga	Craft Wondrous Item	
3	6		Salvage Metamagic Science	Craft Magic Arms and Armour	+4
4	7		metamagio ocienoe	Craft Wand	- '4
Invention Save DC = 10 + INT + Spell Level Invention time = 4 horas por nível de magia	8		Talento Bônus		
INVENTION USES Artificer	9			Craft Rod	
Level = 1 + (; 2,)	10				+6
(Arredofnda para Cima)	11		Improved Metamagic Science	0 (10) (1	
USE MAGICAL DEVICE CD 15 To use an invention crafted by someone else	12		Talento Bônus Improved Jack of All Trades	Craft Staff	
CD 20 To use an invention when its uses are spent	13		IIIIproved Jack of All Trades	Forge Ring	
rising 1 each time it's used CD 25 To use several magical effects at once	16		Talento Bônus		
plus the number of effects	19		Talento Bônus		
CRAFT MAGIC ITEM	20		Exemplar		
CD 20 To create a magical item plus required caster level			TALENT	O BÔNUS	
CD 20 To create magical item with metamagic	Select a bo	nus fe	at from this list at 3rd, 8th, 12th, 16th ar		
plus 3× modified caster level	□ Empo			☐ Quicken Spell +4 ☐ Still S	
SALVAGE	☐ Aum		Magia +1 ☐ Magical Aptitude ell +1 ☐ Maximise Spell +3	☐ Silent Spell +1 ☐ Widen ☐ Skill Focus	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			apply a spell level increase		
items. It cannot be spent. When deconstructing a wand with some spent charges, the value	``		MATERIALS	MAGIC ITEMS	7
recovered is an equivalent fraction of the cost of the wand.					
Salvage Value					
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