

TOME OF SECRETS
ARTEFICE

Livello
Artefice

Livello
Incantatore

INVENTIONS

Invention Save DC	Livello	Inventions per day	= Base + Inventions	Bonus Inventions INT
	1			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Invention Save DC = 10 + INT + Spell Level
Invention time = 4 hours per spell level

INVENTION USES
PER DAY

Livello
Artefice

= 1 + (÷ 2) (per eccesso)

USE MAGICAL DEVICE

- CD 15** To use an invention crafted by someone else
- CD 20** To use an invention when its uses are spent
rising 1 each time it's used
- DC 25** To use several magical effects at once
plus the number of effects

CRAFT MAGIC ITEM

CRAFT

- CD 20** To create a magical item
plus required caster level
- CD 20** To create magical item with metamagic
plus 3× modified caster level

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

BACCHETTE

CARICHE #	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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ARTEFICE

Livello Artefice		Crafting Abilities	Elbow Grease
1	<input type="checkbox"/> Jack of All Trades	Weird Science	+2
2	<input type="checkbox"/> Item Creation	Scribe Scroll	
3	<input type="checkbox"/> Talento Bonus	Brew Potion	
4	<input type="checkbox"/> Craft Wondrous Item		
5	<input type="checkbox"/> Salvage	Craft Magic Arms and Armour	
6	<input type="checkbox"/> Metamagic Science		+4
7	<input type="checkbox"/> Craft Wand		
8	<input type="checkbox"/> Talento Bonus		
9	<input type="checkbox"/> Craft Rod		
10	<input type="checkbox"/> +6		
11	<input type="checkbox"/> Improved Metamagic Science		
12	<input type="checkbox"/> Talento Bonus	Craft Staff	
13	<input type="checkbox"/> Improved Jack of All Trades		
14	<input type="checkbox"/> Forge Ring		
16	<input type="checkbox"/> Talento Bonus		
19	<input type="checkbox"/> Talento Bonus		
20	<input type="checkbox"/> Exemplar		

TALENTI BONUS

Select a bonus feat from this list at 3rd, 8th, 12th, 16th and 19th levels:

- ☐ Empower Spell +2 ☐ Heighten Spell ☐ Quicken Spell +4 ☐ Still Spell +1
☐ Enlarge Spell +1 ☐ Magical Aptitude ☐ Silent Spell +1 ☐ Widen Spell +3
☐ Extend Spell +1 ☐ Maximise Spell +3 ☐ Skill Focus

Metamagic feats apply a spell level increase

MATERIALS

OGGETTI MAGICI

PERGAMENE

POZIONI