Artificer	ARTIFICER				
ARTIFICER Level	Artifice Level	r		Crafting Abilities	Elbow Grease
Заклинателя	1		Jack of All Trades	Weird Science	+2
Invention Sample Spons Spons	2		Item Creation	Scribe Scroll	
Save DC per day Inventions INT	3		Bonus Feat	Brew Potion	
2	5		Salvage	Craft Wondrous Item Craft Magic Arms and Armour	
3	6		Metamagic Science	Ordre Mugio Armo una Armour	+4
4	7		-	Craft Wand	
Invention Save DC = 10 + INT + Spell Level Invention time = 4 hours per spell level	8		Bonus Feat		
INVENTION USES Artificer PER DAY Level	9			Craft Rod	
=1+(÷2)	10		Improved Maternagia Caionea		+6
USE MAGICAL DEVICE	11		Improved Metamagic Science Bonus Feat	Craft Staff	
DC 15 To use an invention crafted by someone else	13		Improved Jack of All Trades	oran otan	
DC 20 To use an invention when its uses are spent rising 1 each time it's used	14			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	20		Exemplar		
DC 20 To create a magical item plus required caster level	``		, , , , , , , , , , , , , , , , , , ,	ие черты	,
DC 20 To create magical item with metamagic plus 3× modified caster level			eat from this list at 3rd, 8th, 12th, 16th an Spell +2 □ Heighten Spell	nd 19th levels: ☐ Quicken Spell +4 ☐ Still Sp	ell +1
SALVAGE	☐ Enlai			☐ 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 items. It cannot be spent.	Metamagio		apply a spell level increase		
When deconstructing a wand with some spent charges, the value recovered is an equivalent fraction of the cost of the wand.	*		MATERIALS	MAGIC ITEMS	,
recovered is an equivalent fraction of the cost of the wand.					
Salvage Value					
ЖЕЗЛЫ					
19 ## 000 000 000 000 000 000 000 000 000					

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