Poziomy	*	ARTIFICER				
ARTIFICER Wynalazcy	Poziomy Wynalazc			Crafting Abilities	Elbow Grease	
Czarującego	1		Jack of All Trades	Weird Science	+2	
Invention - Inventions Bonus	2		Item Creation	Scribe Scroll		
Invention Save DC  Inventions per day Inventions Inventions INT  Inventions INT	3		Atut Premiowy	Brew Potion		
1 7777	4			Craft Wondrous Item		
3	5		Salvage	Craft Magic Arms and Armour		
3 4 0000	6		Metamagic Science	0 (1111 )	+4	
Invention Save DC = 10 + INT + Spell Level	7		Atut Dramiauru	Craft Wand		
Invention time = 4 hours per spell level	8 9		Atut Premiowy	Craft Rod		
INVENTION USES Poziomy PER DAY Wynalazcy	10			Orare from	+6	
= 1 + ( ÷2 (Zaokraglane w górę)	11		Improved Metamagic Science			
USE MAGICAL DEVICE	12		Atut Premiowy	Craft Staff		
ST 15 To use an invention crafted by someone else	13		Improved Jack of All Trades			
ST 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		Atut Premiowy			
CRAFT MAGIC ITEM	19		Atut Premiowy			
CRAFT	20		Exemplar			
ST 20 To create a magical item plus required caster level	`			REMIOWE	*	
ST 20 To create magical item with metamagic plus 3× modified caster level	Select a bo		at from this list at 3rd, 8th, 12th, 16th ar Spell <b>+2</b> Heighten Spell	nd 19th levels:  ☐ Quicken Spell +4 ☐ Still Sp	ell +1	
SALVAGE	□ Enlar	ge Sp	ell +1 🗆 Magical Aptitude	☐ Silent Spell +1 ☐ Widen		
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			ie Czaru +1 □ Maximise Spell +3 apply a spell level increase	☐ Skill Focus		
items. It cannot be spent.			MATERIALS	MAGICZNE PRZEDMIC	TY -	
When deconstructing a wand with some spent charges, the value recovered is an equivalent fraction of the cost of the wand.						
Salvage Value						
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