

# TOME OF SECRETS ARTIFICIER

Niveau  
d'Artificier

Niveau de  
Lanceur de Sort

## INVENTIONS

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

Invention Save DC = 10 + INT + Spell Level

Invention time = 4 heure par niveau de sort

### INVENTION USES PER DAY

Niveau  
d'Artificier

$$\boxed{\phantom{000}} = 1 + \left( \frac{\boxed{\phantom{000}}}{2} \right) \text{ (arrondi au supérieur)}$$

### UTILISATION D'OBJETS MAGIQUES

**DD 15** To use an invention crafted by someone else

**DD 20** To use an invention when its uses are spent  
rising 1 each time it's used

**DD 25** To use several magical effects at once  
plus the number of effects

## FABRICATION D'OBJETS MAGIQUES

### FABRICATION

**DD 20** To create a magical item  
plus required caster level

**DD 20** To create magical item with metamagic  
plus 3x 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

## BAGUETTES

CHARGES #	<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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## ARTIFICIER

Niveau d'Artificier			Crafting Abilities	Elbow Grease
1	<input type="checkbox"/>	Jack of All Trades	Weird Science	+2
2	<input type="checkbox"/>	Création d'objets	Scribe Scroll	
3	<input type="checkbox"/>	Bonus Feat	Brew Potion	
4	<input type="checkbox"/>		Création d'objets merveilleux	
5	<input type="checkbox"/>	Salvage	Craft Magic Arms and Armour	
6	<input type="checkbox"/>	Metamagic Science		+4
7	<input type="checkbox"/>		Création de baguettes magiques	
8	<input type="checkbox"/>	Bonus Feat		
9	<input type="checkbox"/>		Création de sceptres magiques	
10	<input type="checkbox"/>			+6
11	<input type="checkbox"/>	Improved Metamagic Science		
12	<input type="checkbox"/>	Bonus Feat	Création de bâtons magiques	
13	<input type="checkbox"/>	Improved Jack of All Trades		
14	<input type="checkbox"/>		Forge Ring	
16	<input type="checkbox"/>	Bonus Feat		
19	<input type="checkbox"/>	Bonus Feat		
20	<input type="checkbox"/>	Exemplar		

## DONS SUPPLEMENTAIRES

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

## OBJETS MAGIQUES

## PARCHEMINS

## POTIONS