Nivel de) ×	ARTIFICE			_
ARTIFICE ARTIFICE Nivel de	Nivel de Artifice			Crafting Abilities	Elbow Grease
LanzadorINVENTIONS	1		Jack of All Trades	Weird Science	+2
Invention Nivel Inventions = Base + Inventions	2		Item Creation	Scribe Scroll	
Save DC per day Inventions INT	3		Bonus Feat	Brew Potion	
2 0000	4		Salvage	Craft Wondrous Item Craft Magic Arms and Armour	
3	5		Metamagic Science	Craft Mayle Affils and Affilour	+4
4	7			Craft Wand	
Invention Save DC = 10 + INT + Spell Level Invention time = 4 hours per spell level	8		Bonus Feat		
INVENTION USES Nivel de	9			Craft Rod	
AL DÍA Artifice = 1 + (÷ 2)	10				+6
USE MAGICAL DEVICE	11 12		Improved Metamagic Science Bonus Feat	Craft Staff	
CD 15 To use an invention crafted by someone else	13		Improved Jack of All Trades	Ciait Stair	
CD 20 To use an invention when its uses are spent rising 1 each time it's used	14			Forjar anillo	
CD 25 To use several magical effects at once	16		Bonus Feat		
CRAFT MAGIC ITEM	19		Bonus Feat		
CRAFT	20		Exemplar		
CD 20 To create a magical item plus required caster level	`		DOTES AD		*
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	□ Prolo	ongar o	njuro +1	☐ Silent Spell +1 ☐ Widen☐ Skill Focus ☐ OBJETOS MÁGICOS	
VARITAS					
* # 000 000 000 000 000 000 000 000 000					
8 # 000 000 000 000 000 000 000 000 000					
* # 000 000 000 000 000 000 000 000 000	*	1	PERGAMINOS	POCIONES	*
\$ # 000 000 000 000 000					
88 # 000 000 000 000 000 000 000 000 000					
CARGAS # 000 000 000 000 000 000 000 000 000					
CAR ARA					