Artificer		ARTIFICER			
ARTIFICER Level Caster	Artific			Crafting Abilities	Elbow Grease
Level	_ 1		Jack of All Trades	Weird Science	+2
INVENTIONS Invention Inventions Bonus	2		Item Creation	Scribe Scroll	
Invention Save DC Level Inventions Base + Inventions Inventions	3		Bonus Feat	Brew Potion	
1 7777	4			Craft Wondrous Item	
2	5		Salvage	Craft Magic Arms and Armour	
3 4 0000	6		Metamagic Science		+4
Invention Save DC = 10 + INT + Spell Level	7		Bonus Feat	Craft Wand	
Invention time = 4 hours per spell level	$-\begin{vmatrix} 8\\ 9 \end{vmatrix}$		bollus reat	Craft Rod	
INVENTION USES Artificer PER DAY Level	10			orun nou	+6
= 1 + (÷ 2) (Naar Boven afgeron	nd) 11		Improved Metamagic Science		
USE MAGICAL DEVICE	12		Bonus Feat	Craft Staff	
DC 15 To use an invention crafted by someone else	13		Improved Jack of All Trades		
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	16		Bonus Feat		
1	19		Bonus Feat		
CRAFT	20		Exemplar		
DC 20 To create a magical item plus required caster level	*		BONUS PR	RESTATIES	,
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	e Ext Metamag	arge Sp end Sp gic feats		☐ Silent Spell +1 ☐ Widen ☐ Skill Focus MAGIC ITEMS	Spell +3
* 000 000					
# 000 000 000			SCROLLS *	POTIONS	
# 000 000 00C					
GARGES ## 000 000 000 000 000 000 000 000 000					
CHARGES CHARGES					
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CHARGES # CO					