MONEY OF STATES	Artefice	ARTIFICER				
TOME OF SECRETS  ARTIFICER	Livello Livello	Artefice Livello			Crafting Abilities	Elbow Grease
	incantatore	1		Jack of All Trades	Weird Science	+2
Invention   Inventions	Bonus	2		Item Creation	Scribe Scroll	
	Base + Inventions ventions INT	3		Talento Bonus	Brew Potion	
1		4			Craft Wondrous Item	
3		5		Salvage	Craft Magic Arms and Armour	
4		6		Metamagic Science	Craft Wand	+4
Invention Save DC = 10 + INT + Spell Level		8		Talento Bonus	Craft wand	
Invention time = 4 hours per spell level  INVENTION USES PER DAY  = 1 + (		9		ruiento Bondo	Craft Rod	
		10				+6
		11		Improved Metamagic Science		
USE MAGICAL DEVICE		12		Talento Bonus	Craft Staff	
CD 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 plus the number of effects		16		Talento Bonus		
CRAFT MAGIC ITEM		19		Talento Bonus		
CRAFT		20		Exemplar		
DC 20 To create a magical item plus required caster level		×			I BONUS	,
DC 20 To create magical item with metamagic plus 3× modified caster level		□ Emp	ower S	eat from this list at 3rd, 8th, 12th, 16th an Spell +2	□ Quicken Spell +4 □ Still Sp □ Silent Spell +1 □ Widen	
SALVAGE Salvaging a magical item takes one day, and recovers the a value		☐ Enla		ell +1	☐ Skill Focus	Spell +3
equal to the cost of the materials that can be used to craft other items. It cannot be spent.			c feats	apply a spell level increase	OCCUPATION ACICI	
When deconstructing a wand with some recovered is an equivalent fraction of the		*		MATERIALS	OGGETTI MAGICI	*
recovered is an equivalent fraction of the	cost of the walld.					
Salvage Value	,     ,     !   )					
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