MONTH OF SHAPPING	Artificer	ARTIFICER					
ARTIFICER	Caster Caster	Artifice Level	r			Crafting Abilities	Elbow Grease
INITIALIONIC	Level	1		Jack of All Trades	Wei	ird Science	+2
Invention Inventions Basi	Bonus	2		Item Creation	Sc	cribe Scroll	
Save DC Level per day Inventi	e + Inventions ions INT	3		Bonus Feat	В	rew Potion	
1		4				drous Item	
2		5		Salvage	Craft Magic Arms	and Armor	
3 4		6		Metamagic Science			+4
Invention Save DC = 10 + INT + Spell Level		7		D 5 1	(Craft Wand	
Invention time = 4 hours per spell level		8		Bonus Feat		Craft Rod	
INVENTION USES Artificer PER DAY Level		10				Clait nou	+6
= 1 + (÷ 2)	11		Improved Metamagic Science			
USE MAGICAL DEVICE	(Round up)	12		Bonus Feat		Craft Staff	
DC 15 To use an invention crafted by som	neone 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 o	once	16		Bonus Feat			
plus the number of effects CRAFT MAGIC ITH	EM .	19		Bonus Feat			
CRAFT WAGIC III	EIVI	20		Exemplar			
DC 20 To create a magical item plus required caster level				BONUS	FEATS		,
DC 20 To create magical item with metan	nagic			at from this list at 3rd, 8th, 12th, 16th a			
plus 3× modified caster level SALVAGE				Spell +2 ☐ Heighten Spell ell +1 ☐ Magical Aptitude	☐ Quicken Spell +4☐ Silent Spell +1	☐ Still Sp	
Salvaging a magical item takes one day, and	recovers the a value	□ Exte	nd Spe	ell +1	☐ Skill Focus		
equal to the cost of the materials that can be items. It cannot be spent.	used to craft other	Metamagi	c reats	apply a spell level increase MATERIALS	MAGIC I	TEMS	*
When deconstructing a wand with some spen recovered is an equivalent fraction of the cos							
Oaluana Valua							
Salvage Value							
WANDS	*						
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