TOME OF SECRETS
ARTIFICER

Artificer Level ☐⋯⋯⋯☐

Caster Level ☐

INVENTIONS

Invention Save DC	Level	Inventions per day	=	Base Inventions	+	Bonus Inventions INT
	1					☐☐☐☐
	2					☐☐☐☐
	3					☐☐☐☐
	4					☐☐☐☐

Invention Save DC = 10 + INT + Spell Level
Invention time = 4 hours per spell level

INVENTION USES PER DAY

Artificer Level

☐ = 1 + (⋯⋯ ÷ 2) (Round up)

USE MAGICAL DEVICE

DC 15 To use an invention crafted by someone else

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

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

CRAFT MAGIC ITEM

CRAFT

DC 20 To create a magical item
plus required caster level

DC 20 To create magical item with metamagic
plus 3× 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 ⟦ | | | , | | | , | | | ⟧

WANDS

CHARGES # ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐
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ARTIFICER

Artificer Level			Crafting Abilities	Elbow Grease
1	☐	Jack of All Trades	Weird Science	+2
2	☐	Item Creation	Scribe Scroll	
3	☐	Bonus Feat	Brew Potion	
4	☐		Craft Wondrous Item	
5	☐	Salvage	Craft Magic Arms and Armor	
6	☐	Metamagic Science		+4
7	☐		Craft Wand	
8	☐	Bonus Feat		
9	☐		Craft Rod	
10	☐			+6
11	☐	Improved Metamagic Science		
12	☐	Bonus Feat	Craft Staff	
13	☐	Improved Jack of All Trades		
14	☐		Forge Ring	
16	☐	Bonus Feat		
19	☐	Bonus Feat		
20	☐	Exemplar		

BONUS FEATS

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**   ☐ Maximize Spell **+3**   ☐ Skill Focus

Metamagic feats apply a spell level increase

MATERIALS

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MAGIC ITEMS

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SCROLLS

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POTIONS

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