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

= 1 + (Artificer Level ÷ 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 #

CHARGES #

CHARGES #

CHARGES #

CHARGES #

CHARGES #

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
- ☐ Enlarge Spell +1
- ☐ Extend Spell +1
- ☐ Heighten Spell
- ☐ Magical Aptitude
- ☐ Maximize Spell +3
- ☐ Quicken Spell +4
- ☐ Silent Spell +1
- ☐ Skill Focus
- ☐ Still Spell +1
- ☐ Widen Spell +3

Metamagic feats apply a spell level increase

MATERIALS

MAGIC ITEMS

SCROLLS

POTIONS