TOME OF SECRETS

# ARTEFICE

Livello Artefice

Livello Incantatore

## INVENTIONS

| Invention Save DC | Livello | 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 + ( Livello Artefice ÷ 2 ) (per eccesso)

**USE MAGICAL DEVICE**

**CD 15** To use an invention crafted by someone else

**CD 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**

**CD 20** To create a magical item
**plus required caster level**

**CD 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

## BACCHETTE

CARICHE #

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## ARTEFICE

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

## TALENTI BONUS

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
- ☐ Maximise Spell +3
- ☐ Quicken Spell +4
- ☐ Silent Spell +1
- ☐ Skill Focus
- ☐ Still Spell +1
- ☐ Widen Spell +3

Metamagic feats apply a spell level increase

## MATERIALS

## OGGETTI MAGICI

## PERGAMENE

## POZIONI