Artificer	ARTIFICER				
ARTIFICER Level	Artificer Level	r		Crafting Abilities	Elbow Grease
Level	1		Jack of All Trades	Weird Science	+2
INVENTIONS Invention Level Inventions = Base + Inventions	2		Item Creation	Scribe Scroll	
Save DC Level per day Inventions INT	3		Bonus Feat	Brew Potion	
1 7777	4			Craft Wondrous Item	
3	5		Salvage	Craft Magic Arms and Armour	
4	6		Metamagic Science	0(1.11	+4
Invention Save DC = 10 + INT + Spell Level	8		Bonus Feat	Craft Wand	
Invention time = 4 hours per spell level	9		Donus i eat	Craft Rod	
INVENTION USES Artificer PER DAY Level	10				+6
= 1 + (; 2) (Naar boven afgerond)	11		Improved Metamagic Science		
USE MAGICAL DEVICE	12		Bonus Feat	Craft Staff	
DC 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		Bonus Feat		
CRAFT MAGIC ITEM	19		Bonus Feat		
CRAFT	20		Exemplar		
DC 20 To create a magical item plus required caster level	×		BONUS PR	ESTATIES	
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.	□ Exter	rge Sp nd Spe	ell +1 🗆 Magical Aptitude	☐ Quicken Spell +4 ☐ Still Spell Spell +1 ☐ Widen☐ Skill Focus ☐ MAGIC ITEMS	
Salvage Value WANDS					
CHARGE CANAGE CONTROL					
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