

# TOME OF SECRETS ARTIFICER

Artificer  
Level

Caster  
Level

## INVENTIONS

Invention Save DC	Level	Inventions per day	= Base + Inventions	Bonus Inventions INT
<input type="text"/>	1	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	2	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	3	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	4	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Invention Save DC = 10 + INT + Spell Level

Invention time = 4 hours per spell level

### INVENTION USES PER DAY

= 1 + (  ÷ 2 ) (Round up)

Artificer  
Level

### 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 #

CHARGES #

## ARTIFICER

Artificer Level			Crafting Abilities	Elbow Grease
1	<input type="checkbox"/>	Jack of All Trades	Weird Science	+2
2	<input type="checkbox"/>	Item Creation	Scribe Scroll	
3	<input type="checkbox"/>	Bonus Feat	Brew Potion	
4	<input type="checkbox"/>		Craft Wondrous Item	
5	<input type="checkbox"/>	Salvage	Craft Magic Arms and Armour	
6	<input type="checkbox"/>	Metamagic Science		+4
7	<input type="checkbox"/>		Craft Wand	
8	<input type="checkbox"/>	Bonus Feat		
9	<input type="checkbox"/>		Craft Rod	
10	<input type="checkbox"/>			+6
11	<input type="checkbox"/>	Improved Metamagic Science		
12	<input type="checkbox"/>	Bonus Feat	Craft Staff	
13	<input type="checkbox"/>	Improved Jack of All Trades		
14	<input type="checkbox"/>		Forge Ring	
16	<input type="checkbox"/>	Bonus Feat		
19	<input type="checkbox"/>	Bonus Feat		
20	<input type="checkbox"/>	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   ☐ Maximise Spell +3   ☐ Skill Focus

Metamagic feats apply a spell level increase

## MATERIALS

## SCROLLS

## MAGIC ITEMS

## POTIONS