

Artificer
Level

INVENTIONS					
Invention Save DC	Nível	Invenções por dia	= Base + Inventions	Bonus Inventions INT	
	1			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
	2			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
	3			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
	4			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

Invention time = 4 horas por nível de magia

Artificer
Level

$$\boxed{} = 1 + \left(\frac{}{} \div 2 \right) \quad (\text{Arredonda para Cima})$$

CD 25 Para usar vários efeitos mágicos de uma vez
plus the number of effects

OFICIO

CD 20 Para criar itens mágicos com metamagia plus 3x modified caster level

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

[illegible]

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"/>	Talento Bônus	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"/>	Talento Bônus	
9	<input type="checkbox"/>		Craft Rod
10	<input type="checkbox"/>		+6
11	<input type="checkbox"/>	Improved Metamagic Science	
12	<input type="checkbox"/>	Talento Bônus	Craft Staff
13	<input type="checkbox"/>	Improved Jack of All Trades	
14	<input type="checkbox"/>		Forge Ring
16	<input type="checkbox"/>	Talento Bônus	
19	<input type="checkbox"/>	Talento Bônus	
20	<input type="checkbox"/>	Exemplar	

Select a bonus feat from this list at 3rd, 8th, 12th, 16th and 19th levels:

- | | | | |
|---|---|--|--|
| <input type="checkbox"/> Empower Spell +2 | <input type="checkbox"/> Heighten Spell | <input type="checkbox"/> Quicken Spell +4 | <input type="checkbox"/> Still Spell +1 |
| <input type="checkbox"/> Aumentar Magia +1 | <input type="checkbox"/> Magical Aptitude | <input type="checkbox"/> Silent Spell +1 | <input type="checkbox"/> Widen Spell +3 |
| <input type="checkbox"/> Extend Spell +1 | <input type="checkbox"/> Maximise Spell +3 | <input type="checkbox"/> Skill Focus | |

Metamagic feats apply a spell level increase

[illegible][illegible][illegible][illegible]