Artificer	×	ARTIFICER					
ARTIFICER Level	Artificer Level	r			Crafting Elbow Abilities Grease		
	1		Jack of All Trades	Weird	Science +2		
Invention Inventions Bonus	2		Item Creation	Scrib	oe Scroll		
Invention Save DC Inventions = Base + Inventions Inventions INT	3		Talento Bônus	Brev	w Potion		
1 7777	4			Craft Wondro	ous Item		
3	5		Salvage	Craft Magic Arms and	Armour		
3 4 0000	6		Metamagic Science		+4		
Invention Save DC = 10 + INT + Spell Level	8		Talento Bônus	Cra	nft Wand		
Invention time = 4 horas por nível de magia	9		Idiento Bonus		raft Rod		
INVENTION USES Artificer PER DAY Level	10				+6		
= 1 + (÷ 2) (Arredonda para Cima)	11		Improved Metamagic Science			_	
USE MAGICAL DEVICE	12		Talento Bônus	Cra	aft Staff		
CD 15 To use an invention crafted by someone else	13		Improved Jack of All Trades				
CD 20 To use an invention when its uses are spent rising 1 each time it's used	14			For	rge Ring		
CD 25 To use several magical effects at once plus the number of effects	16		Talento Bônus				
CRAFT MAGIC ITEM	19		Talento Bônus				
OFICIO	20		Exemplar				
CD 20 To create a magical item plus required caster level	*		TALENT	O BÔNUS		,	
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	□ Empo	ower S entar I nd Spe	Magia +1 □ Magical Aptitude	□ Quicken Spell +4 □	□ Still Spell +1 □ Widen Spell + EMS	3	
SABAS — CAREAS — CARE		P	PERGAMINHOS	POÇÕE	S		
CARGAS CARGAS CARGAS CARGAS CARGAS CARGAS CARGAS							