Livello \	K	ARTI	BFICE	
TOME OF SECRETS Artefice	Livello	711111	Crafting E	lbow
Livello Incantatore	Artefice 1	Jack of All Trades		rease +2
INVENTIONS	2 □	Item Creation	Scribe Scroll	
Invention Save DC	3 □	Talento Bonus	Brew Potion	
1 7,70	4 🗆		Craft Wondrous Item	
2	5 🗆	Salvage	Craft Magic Arms and Armour	
3 0000	6 🗆	Metamagic Science		+4
Invention Save DC = 10 + INT + Spell Level	7 🗆		Craft Wand	
Invention time = 4 hours per spell level	8 🗆	Talento Bonus		
INVENTION USES Livello PER DAY Artefice	9 🗆		Craft Rod	
= 1 + ( ÷ 2)	10 🗆	Incompany of Makana and Octobra		+6
USE MAGICAL DEVICE		Improved Metamagic Science Talento Bonus	Craft Staff	
CD 15 To use an invention crafted by someone else		Improved Jack of All Trades	Ciait Staii	
CD 20 To use an invention when its uses are spent	14 🗆	improved sack of All Trades	Forge Ring	
rising 1 each time it's used  DC 25 To use several magical effects at once	<u> </u>	Talento Bonus		
plus the number of effects		Talento Bonus		
CRAFT MAGIC ITEM		Exemplar		
CD 20 To create a magical item plus required caster level		·	I BONUS	
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.	☐ Empower Sp☐ Enlarge Spel☐ Extend Spell Metamagic feats ap	l +1 □ Magical Aptitude	☐ Quicken Spell +4 ☐ Still Spell☐ Silent Spell +1 ☐ Widen Spe☐ Skill Focus ☐ OGGETTI MAGICI	
Salvage Value				
BACCHETTE				
* # 000 000 000 000 000 000 000 000 000				
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