MOSE DE OFFICE	Nivel de	ARTIFICE				
ARTIFICE	Artifice ;	Nivel de Artifice			Crafting Abilities	Elbow Grease
_	Lanzador	1		Jack of All Trades	Weird Science	+2
Invention Inventions - Base	Bonus	2		Item Creation	Scribe Scroll	
Invention Save DC Nivel Inventions = Base per day Invention	t + Inventions ons INT	3		Bonus Feat	Brew Potion	
1		4			Craft Wondrous Item	
2		5		Salvage	Craft Magic Arms and Armour	
3 4		6		Metamagic Science		+4
Invention Save DC = 10 + INT + Spell Level		7		D 5	Craft Wand	
Invention time = 4 hours per spell level		8		Bonus Feat	Craft Rod	
INVENTION USES AL DÍA Artifice		9			Cidit nou	+6
= 1 + (÷	(Redondear arriba)	11		Improved Metamagic Science		
USE MAGICAL DEVICE		12		Bonus Feat	Craft 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			Forjar anillo	
CD 25 To use several magical effects at once		16		Bonus Feat		
plus the number of effects CRAFT MAGIC ITEM		19		Bonus Feat		
CRAFT		20		Exemplar		
CD 20 To create a magical item plus required caster level		DOTES ADICIONALES				
CD 20 To create magical item with metamagic plus 3× modified caster level				at from this list at 3rd, 8th, 12th, 16th a		.II . 1
SALVAGE		□ Empo		pell +2	☐ Quicken Spell +4 ☐ Still Sp ☐ Silent Spell +1 ☐ Widen S	
Salvaging a magical item takes one day, and recovers the a value			-	conjuro +1 Maximise Spell +3 apply a spell level increase	☐ Skill Focus	
equal to the cost of the materials that can be used to craft other items. It cannot be spent.		Metalliagic		MATERIALES	OBJETOS MÁGICOS	*
When deconstructing a wand with some spent charges, the value recovered is an equivalent fraction of the cost of the wand.					· ·	
Salvage Value						
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