TOME OF SECRETS	Artificer	ARTIFICER				
ARTIFICER	Caster Caster	Artifice Level	r		Crafting Abilities	Elbow Grease
INITENIMIANIC	Level	1		Jack of All Trades	Weird Science	+2
INVENTIONS Invention Level Inventions = Ba	Bonus	2		Item Creation	Scribe Scroll	
Save DC per day Inven	tions INT	3		Bonus Feat	Brew Potion	
2		4		0.1	Craft Wondrous Item	
3		5		Salvage Metamagic Science	Craft Magic Arms and Armor	+4
4		7		Wetamagic Science	Craft Wand	
Invention Save DC = 10 + INT + Spell Leve Invention time = 4 hours per spell leve		8		Bonus Feat		
INVENTION USES Artificer		9			Craft Rod	
PER DAY Level	÷ 2)	10				+6
	(Round up)	11		Improved Metamagic Science		
USE MAGICAL DEVICE DC 15 To use an invention crafted by so	meone else	12		Bonus Feat	Craft Staff	
DC 20 To use an invention when its uses are spent		13		Improved Jack of All Trades	Forge Ring	
rising 1 each time it's used DC 25 To use several magical effects at once		16		Bonus Feat	Torge tiling	
plus the number of effects		19		Bonus Feat		
CRAFT MAGIC IT	EM 🗾	20		Exemplar		
DC 20 To create a magical item plus required caster level				BONUS	FEATS	
SALVAGE Salvaging a magical item takes one day, and equal to the cost of the materials that can be items. It cannot be spent. When deconstructing a wand with some speceovered is an equivalent fraction of the cost of the	e used to craft other ent charges, the value	☐ Emp☐ Enla☐ Extel	rge Sp nd Spe	ell +1 \square Magical Aptitude	☐ Silent Spell +1 ☐ Widen☐ Skill Focus MAGIC ITEMS	Spell +3
WANDS	,					
CHANGE # 000 000 000 000 000 000 000 000 000						
# 000 000 000 000 000 000 000 000 000 0		×		SCROLLS	POTIONS	,
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