Artificer			AKTI	FICER	-
ARTIFICER Level	Artificer Level			Crafting Abilities	
Заклинателя	1		Jack of All Trades	Weird Science	
INVENTIONS Bonus	2		Item Creation	Scribe Scroll	
Invention Save DC Save DC Inventions = Base + Inventions Inventions	3		Доп. Черта	Brew Potion	
1 7777	4			Craft Wondrous Item	
2	5		Salvage	Craft Magic Arms and Armour	
3 4 0000	6		Metamagic Science	- 4	+4
Invention Save DC = 10 + INT + Spell Level	7		Non Honzo	Craft Wand	
Invention time = 4 hours per spell level	8		Доп. Черта	Craft Rod	
INVENTION USES Artificer PER DAY Level	10			Craft flou	+6
= 1 + (; 2) (Округлять вверх)	11		Improved Metamagic Science		
USE MAGICAL DEVICE	12		Доп. Черта	Craft Staff	:
KC 15 To use an invention crafted by someone else	13		Improved Jack of All Trades		
KC 20 To use an invention when its uses are spent rising 1 each time it's used	14			Forge Ring	
DC 25 To use several magical effects at once	16		Доп. Черта		
CRAFT MAGIC ITEM	19		Доп. Черта		
CRAFT	20		Exemplar		
KC 20 To create a magical item plus required caster level	1		Бонуснь	іе черты	,
KC 20 To create magical item with metamagic plus 3× modified caster level	Select a bo		at from this list at 3rd, 8th, 12th, 16th ai Spell +2 □ Heighten Spell	nd 19th levels: □ Quicken Spell +4 □ Still S	noll ±1
SALVAGE	□ Enlar				n Spell +3
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	☐ Exter		ell +1	☐ Skill Focus	
items. It cannot be spent.	`\		MATERIALS	MAGIC ITEMS	,
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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