| Artificer  |                    | * ARTIFICER |   |  |                 |  |
|--|--------------------|-------------|---|--|-----------------|--|
| ARTIFICER Level  | Artificer<br>Level | r           |   | Crafting<br>Abilities                          | Elbow<br>Grease |  |
| Заклинателя  | 1                  |             | Jack of All Trades  | Weird Science                                  | +2              |  |
| Invention Inventions Bonus   | 2                  |             | Item Creation   | Scribe Scroll                                  |                 |  |
| Save DC per day Inventions INT   | 3                  |             | Доп. Черта  | Brew Potion                                    |                 |  |
| 2  | 4                  |             | 0.1   | Craft Wondrous Item                            |                 |  |
| 3  | 5                  |             | Salvage  Metamagic Science  | Craft Magic Arms and Armour                    |                 |  |
| 4  | 7                  |             | Metamagic Science   | Craft Wand                                     | +4              |  |
| Invention Save DC = 10 + INT + Spell Level   | 8                  |             | Доп. Черта  | Clait Wallu                                    |                 |  |
| INVENTION USES Artificer   | 9                  |             | Herri sekin   | Craft Rod                                      |                 |  |
| INVENTION USES Artificer PER DAY Level   | 10                 |             |   |  | +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 plus the number of effects  | 16                 |             | Доп. Черта  |  |                 |  |
| CRAFT MAGIC ITEM   | 19                 |             | Доп. Черта  |  |                 |  |
| CRAFT  | 20                 |             | Exemplar  |  |                 |  |
| KC 20 To create a magical item plus required caster level  |                    |             |   | ІЕ ЧЕРТЫ                                       | ,               |  |
| KC 20 To create magical item with metamagic plus 3× modified caster level  |                    |             | at from this list at 3rd, 8th, 12th, 16th a<br>Spell <b>+2</b> Heighten Spell | nd 19th levels:  □ Quicken Spell +4 □ Still Sp | oell +1         |  |
| SALVAGE  |                    |             | ell +1  | ☐ Silent Spell +1 ☐ Widen                      | 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.  When deconstructing a wand with some spent charges, the value  | •                  |             | MATERIALS   | MAGIC ITEMS                                    | ,               |  |
| recovered is an equivalent fraction of the cost of the wand.   |                    |             |   |  |                 |  |
| Salvage Value  |                    |             |   |  |                 |  |
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