# TOMO DE SECRETOS
# ARTIFICE

Nivel de Artifice ☐

Nivel de Lanzador ☐

## INVENTIONS

| Invention Save DC | Nivel | Inventions per day | = Base Inventions | + | Bonus Inventions INT |
|---|---|---|---|---|---|
| | **1** | | | | ☐☐☐☐ |
| | **2** | | | | ☐☐☐☐ |
| | **3** | | | | ☐☐☐☐ |
| | **4** | | | | ☐☐☐☐ |

Invention Save DC = 10 + INT + Spell Level

Invention time = 4 hours per spell level

### INVENTION USES AL DÍA

| | = 1 + ( | Nivel de Artifice | ÷ 2 ) |
|---|---|---|---|

(Redondear arriba)

### USE MAGICAL DEVICE

**CD 15** To use an invention crafted by someone else

**CD 20** To use an invention when its uses are spent **rising 1 each time it's used**

**CD 25** To use several magical effects at once **plus the number of effects**

## CRAFT MAGIC ITEM

### CRAFT

**CD 20** To create a magical item **plus required caster level**

**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.

Salvage Value | | | | | | | | | | | | |

## VARITAS

| | CARGAS # | ☐☐☐ ☐☐☐ ☐☐☐<br>☐☐☐ ☐☐☐ ☐☐☐ |
|---|---|---|
| | CARGAS # | ☐☐☐ ☐☐☐ ☐☐☐<br>☐☐☐ ☐☐☐ ☐☐☐ |
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| | CARGAS # | ☐☐☐ ☐☐☐ ☐☐☐<br>☐☐☐ ☐☐☐ ☐☐☐ |
| | CARGAS # | ☐☐☐ ☐☐☐ ☐☐☐<br>☐☐☐ ☐☐☐ ☐☐☐ |

## ARTIFICE

| Nivel de Artifice | | Crafting Abilities | Elbow Grease |
|---|---|---|---|
| **1** | ☐ Jack of All Trades | Weird Science | **+2** |
| **2** | ☐ Item Creation | Scribe Scroll | |
| **3** | ☐ Bonus Feat | Brew Potion | |
| **4** | ☐ | Craft Wondrous Item | |
| **5** | ☐ Salvage | Craft Magic Arms and Armour | |
| **6** | ☐ Metamagic Science | | **+4** |
| **7** | ☐ | Craft Wand | |
| **8** | ☐ Bonus Feat | | |
| **9** | ☐ | Craft Rod | |
| **10** | ☐ | | **+6** |
| **11** | ☐ Improved Metamagic Science | | |
| **12** | ☐ Bonus Feat | Craft Staff | |
| **13** | ☐ Improved Jack of All Trades | | |
| **14** | ☐ | Forjar anillo | |
| **16** | ☐ Bonus Feat | | |
| **19** | ☐ Bonus Feat | | |
| **20** | ☐ Exemplar | | |

## DOTES ADICIONALES

Select a bonus feat from this list at 3rd, 8th, 12th, 16th and 19th levels:

☐ Empower Spell **+2**   ☐ Heighten Spell   ☐ Quicken Spell **+4**   ☐ Still Spell **+1**

☐ Ampliar conjuro **+1**   ☐ Magical Aptitude   ☐ Silent Spell **+1**   ☐ Widen Spell **+3**

☐ Prolongar conjuro **+1**   ☐ Maximise Spell **+3**   ☐ Skill Focus

Metamagic feats apply a spell level increase

## MATERIALES

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## OBJETOS MÁGICOS

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## PERGAMINOS

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## POCIONES

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