

Artificer
Level

Caster
Level

INVENTIONS

Invention Save DC = 10 + INT + Spell Level
Invention time = 4 hours per spell level

Artificer

$$\boxed{} = 1 + \left(\frac{}{} \div 2 \right) \quad (\text{Round up})$$

DC 15 To use an invention crafted by someone else

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

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

CRAFT MAGIC ITEM

DC 20 To create a magical item
plus required caster level

DC 20 To create magical item with metamagic
plus 3× modified caster level

SALVAGE

When deconstructing a wand with some spent charges, the value recovered is an equivalent fraction of the cost of the wand.

WANDS

[illegible]

ARTIFICER

BONUS FEATS

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- ☐ Empower Spell **+2** ☐ Heighten Spell ☐ Quicken Spell **+4** ☐ Still Spell **+1**
- ☐ Enlarge Spell **+1** ☐ Magical Aptitude ☐ Silent Spell **+1** ☐ Widen Spell **+3**
- ☐ Extend Spell **+1** ☐ Maximise Spell **+3** ☐ Skill Focus

Metamagic feats apply a spell level increase

MATERIALS

MAGIC ITEMS

SCROLLS

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and extend across the width of the page. There are no margins or other markings on the paper.

POTIONS

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slight shadow on its right side, suggesting it's resting on a surface.