MONTE OF GEODERG	Artificer	*	ARTIFICER					
TOME OF SECRETS ARTIFICER	Caster Caster	Artifice Level	r			Crafting Abilities	Elbow Grease	
INVENTIONS	Level	1		Jack of All Trades	We	eird Science	+2	
Invention Level Inventions = Bas	D.	2		Item Creation		cribe Scroll		
Save DC per day Invent	tions INT	3		Bonus Feat		Brew Potion		
2		4		Salvage	Craft Magic Arms	ndrous Item		
3		5		Metamagic Science	Orart Magic Airiis	and Armour	+4	
4		7				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		
Evel	÷ 2)	10					+6	
USE MAGICAL DEVICE	(Round up)	11 12		Improved Metamagic Science Bonus Feat		Craft Staff		
DC 15 To use an invention crafted by someone else		13		Improved Jack of All Trades		Ciail Stail		
DC 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		Bonus Feat				
plus the number of effects CRAFT MAGIC ITEM		19		Bonus Feat				
CRAFT	2272	20		Exemplar				
DC 20 To create a magical item plus required caster level		×		BONUS			,	
DC 20 To create magical item with metamagic plus 3× modified caster level				at from this list at 3rd, 8th, 12th, 16th ar Spell +2 Heighten Spell	nd 19th levels: Quicken Spell +4	□ Still Spe	ell +1	
SALVAGE			rge Sp		☐ Silent Spell +1	□ Widen S		
Salvaging a magical item takes one day, and equal to the cost of the materials that can b		☐ Exter		ell +1	☐ Skill Focus			
items. It cannot be spent. When deconstructing a wand with some spe		``		MATERIALS	MAGIC	ITEMS	*	
recovered is an equivalent fraction of the co	ost of the wand.							
Salvage Value								
WANDS	Ĭ.							
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