ARTIFICER

Artificer Level ☐
Conjurador Nível ☐

INVENTIONS

Invention Save DC	Nível	Inventions per day	=	Base Inventions	+	Bonus Inventions INT
	1		=		+	☐☐☐☐
	2		=		+	☐☐☐☐
	3		=		+	☐☐☐☐
	4		=		+	☐☐☐☐

Invention Save DC = 10 + INT + Spell Level
Invention time = 4 horas por nível de magia

INVENTION USES PER DAY

Artificer Level

☐ = 1 + (____ ÷ 2)
(Arredonda para Cima)

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

OFICIO

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 [| | | | , | | | , | | | !]

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ARTIFICER

Artificer Level			Crafting Abilities	Elbow Grease
1	☐	Jack of All Trades	Weird Science	**+2**
2	☐	Item Creation	Scribe Scroll	
3	☐	Talento Bônus	Brew Potion	
4	☐		Craft Wondrous Item	
5	☐	Salvage	Craft Magic Arms and Armour	
6	☐	Metamagic Science		**+4**
7	☐		Craft Wand	
8	☐	Talento Bônus		
9	☐		Craft Rod	
10	☐			**+6**
11	☐	Improved Metamagic Science		
12	☐	Talento Bônus	Craft Staff	
13	☐	Improved Jack of All Trades		
14	☐		Forge Ring	
16	☐	Talento Bônus		
19	☐	Talento Bônus		
20	☐	Exemplar		

TALENTO BÔNUS

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**
☐ Aumentar Magia **+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

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MAGIC ITEMS

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PERGAMINHOS

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POÇÕES

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