Artificer	*	ARTIFICER				
ARTIFICER Ypobehb	Artificei Level	r		Crafting Abilities	Elbow 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		Salvage	Craft Wondrous Item Craft Magic Arms and Armour		
3	6		Metamagic Science	Craft Magic Affils and Affiloui	+4	
4	7			Craft Wand		
Invention Save DC = 10 + INT + Spell Level Invention time = 4 hours per spell level	8		Доп. Черта			
INVENTION USES Artificer	9			Craft Rod		
PER DAY	10				+6	
(Округлять вверх)	11		Improved Metamagic Science	Craft Chaff		
USE MAGICAL DEVICE KC 15 To use an invention crafted by someone else	13		Доп. Черта Improved Jack of All Trades	Craft Staff		
KC 20 To use an invention when its uses are spent rising 1 each time it's used	14		Improved odek of All Trades	Forge Ring		
DC 25 To use several magical effects at once	16		Доп. Черта			
plus the number of effects CRAFT MAGIC ITEM	19		Доп. Черта			
CRAFT MAGICITEM 2	20		Exemplar			
KC 20 To create a magical item plus required caster level			БОНУСНЬ	ІЕ ЧЕРТЫ	7	
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.	□ Exte	rge Spo nd Spe c feats	ell +1 🗆 Magical Aptitude	☐ Quicken Spell +4 ☐ Still Sp☐ Silent Spell +1 ☐ Widen☐ Skill Focus MAGIC ITEMS		
Salvage Value , , , , , , , , , , , , , , , , , , ,						
19 # 000 000 000 000 000 000 000 000 000						
14 # 000 000 000 000 000 000 000 000 000						
98 # 0000 0000 0000 0000	×		СВИТКИ	зелья	×	
19th/4# 000000000000000000000000000000000000						
тфи # 000 000 000 000						
884# 000 000 000 000 000 000 000 000 000 0						
жадка #						