	Artificer			AKTI	FICER	
TOME OF SECRETS ARTIFICER	Zauber-	Artifice	r		Crafting Abilities	
	stufe	1		Jack of All Trades	Weird Science	
INVENTIONS	Bonus	2		Item Creation	Scribe Scrol	
Invention Stufe Inventions = Base Save DC Stufe per day Invention	+ Inventions	3		Bonustalent	Brew Potion	1
1		4			Wundersamen Gegenstand hersteller	1
2		5		Salvage	Craft Magic Arms and Armou	r
3		6		Metamagic Science		+4
Invention Save DC = 10 + INT + Spell Level		7			Zauberstab hersteller	l .
Invention time = 4 hours per spell level		8		Bonustalent	- 1 - 1 - 1	
INVENTION USES Artificer PRO TAG Level		9			Zauberzepter hersteller	
= 1 + (÷	2)	10		Improved Metamagic Science		+6
USE MAGICAL DEVICE	(aufrunden)	12		Bonustalent	Zauberstecken hersteller	 1
SG 15 To use an invention crafted by someone else		13		Improved Jack of All Trades		
SG 20 To use an invention when its uses are spent rising 1 each time it's used		14			Forge Ring	J
SG 25 To use several magical effects at or	псе	16		Bonustalent		
plus the number of effects CRAFT MAGIC ITE	M	19		Bonustalent		
CRAFT	2	20		Exemplar		
SG 20 To create a magical item plus required caster level				BONUST	'ALENTE	,
SG 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.		☐ Empo ☐ Enlar ☐ Exter	ower S rge Sp nd Spe	ell +1	☐ Quicken Spell +4 ☐ Still S☐ Silent Spell +1 ☐ Wide☐ Fertigkeitsfokus	n Spell +3
When deconstructing a wand with some spent charges, the value recovered is an equivalent fraction of the cost of the wand.		*		MATERIALS	MAGIC ITEMS	*
	of the walla.					
Salvage Value						
ZAUBERSTÄBE	, i					
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