Poziomy	*	ARTIFICER			#	
ARTIFICER Wynalazcy	Poziomy Wynalazo			Crafting Abilities	Elbow Grease	
Czarującego	1		Jack of All Trades	Weird Science	+2	
Invention Poziom Inventions = Base + Inventions	2		Item Creation	Scribe Scroll		
Save DC Poziom per day Inventions INT	3		Atut Premiowy	Brew Potion		
2	4			Craft Wondrous Item		
3	5		Salvage Salamas	Craft Magic Arms and Armour		
4	6		Metamagic Science	Craft Wand	+4	
Invention Save DC = 10 + INT + Spell Level	8		Atut Premiowy	Ciait Wallu		
INVENTION USES Poziomy	9			Craft Rod		
INVENTION USES Poziomy PER DAY Wynalazcy	10				+6	
= 1 + (11		Improved Metamagic Science			
USE MAGICAL DEVICE	12		Atut Premiowy	Craft Staff		
ST 15 To use an invention crafted by someone else ST 20 To use an invention when its uses are spent	13		Improved Jack of All Trades			
rising 1 each time it's used	14			Forge Ring		
DC 25 To use several magical effects at once plus the number of effects	16		Atut Premiowy			
CRAFT MAGIC ITEM	19		Atut Premiowy			
CRAFT ST 20 To create a magical item	20		Exemplar			
plus required caster level	Salast a be	nuo fo	ATUTY PF at from this list at 3rd, 8th, 12th, 16th ar		×	
ST 20 To create magical item with metamagic plus 3× modified caster level	□ Empo	ower S	pell +2 🗆 Heighten Spell	☐ Quicken Spell +4 ☐ Still Sp	ell +1	
SALVAGE		ge Spo	ell +1	☐ Silent Spell +1 ☐ Widen ☐ Skill Focus	Spell +3	
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			apply a spell level increase			
items. It cannot be spent. When deconstructing a wand with some spent charges, the value	×		MATERIALS	MAGICZNE PRZEDMIC	TY 🗾	
recovered is an equivalent fraction of the cost of the wand.						
Salvage Value						
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