| | Artificer | | | ARTI | FICER | 7 |
|--|---|-------------------|---|-----------------------------|-----------------------------|-----------------|
| ARTIFICER | Level ; | Artifice Level | r | | Crafting Abilities | Elbow Grease |
| *************************************** | Level | 1 | | Jack of All Trades | Weird Science | +2 |
| Invention I evel Inventions = Base | Bonus | 2 | | Item Creation | Scribe Scroll | |
| Save DC Level Inventions = Base per day Invention | | 3 | | Bonus Feat | Brew Potion | |
| 1 | | 4 | | | Craft Wondrous Item | |
| 2 | | 5 | | Salvage | Craft Magic Arms and Armour | |
| 3 4 | | 6 | | Metamagic Science | | +4 |
| Invention Save DC = 10 + INT + Spell Level | | 7 | | Danue Feet | Craft Wand | |
| Invention time = 4 hours per spell level | | 8 | | Bonus Feat | Craft Rod | |
| INVENTION USES Artificer PER DAY Level | | 10 | | | Orare from | +6 |
| = 1 + (| ÷ 2) | 11 | | Improved Metamagic Science | | |
| USE MAGICAL DEVICE | (************************************** | 12 | | Bonus Feat | Craft Staff | |
| DC 15 To use an invention crafted by someone else | | 13 | | Improved Jack of All Trades | | |
| 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 plus the number of effects | | 16 | | Bonus Feat | | |
| CRAFT MAGIC ITE | EM = | 19 | | Bonus Feat | | |
| CRAFT | | 20 | | Exemplar | | |
| DC 20 To create a magical item plus required caster level | | × | | BONUS | FEATS | * |
| Salvaging a magical item takes one day, and requal to the cost of the materials that can be items. It cannot be spent. When deconstructing a wand with some spen recovered is an equivalent fraction of the costs. Salvage Value | used to craft other t charges, the value | ☐ Extel | | ell +1 | □ Skill Focus MAGIC ITEMS | , |
| WANDS | <i>,</i> (| | | | | |
| 2 # □□□ | | | | | | |
| # 000 000 000 | | | | | | |
| CHANGES # 000 000 000 000 000 000 000 000 000 | |) \ | | SCROLLS | POTIONS | * |
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