

Artificer
Level

Caster
Level

INVENTIONS

Invention Save DC = 10 + INT + Spell Level
Invention time = 4 hours per spell level

Artificer

$$\boxed{} = 1 + \left(\frac{}{} \div 2 \right) \quad (\text{Round up})$$

DC 15 To use an invention crafted by someone else

DC 20 To use an invention when its uses are spent
 rising 1 each time it's used

DC 25 To use several magical effects at once
plus the number of effects

CRAFT MAGIC ITEM

DC 20 To create a magical item

DC 20 To create magical item with metamagic plus 3x modified caster level

SALVAGE

When deconstructing a wand with some spent charges, the value recovered is an equivalent fraction of the cost of the wand.

WANDS

ARTIFICER

BONUS FEATS

BONUS FEATS

<input type="checkbox"/> Empower Spell +2	<input type="checkbox"/> Heighten Spell	<input type="checkbox"/> Quicken Spell +4	<input type="checkbox"/> Still Spell +1
<input type="checkbox"/> Enlarge Spell +1	<input type="checkbox"/> Magical Aptitude	<input type="checkbox"/> Silent Spell +1	<input type="checkbox"/> Widen Spell +3
<input type="checkbox"/> Extend Spell +1	<input type="checkbox"/> Maximise Spell +3	<input type="checkbox"/> Skill Focus	

Metamagic feats apply a spell level increase

MATERIALS

SCROLLS

MAGIC ITEMS

POTIONS
