TOME OF SECRETS	Artificer	ARTIFICER				
ARTIFICER	Level ;	Artifice Level	r		Crafting Abilities	Elbow Grease
INVENTIONS	Level	1		Jack of All Trades	Weird Science	+2
INVENTIONS Invention Level Inventions = Base	Bonus	2		Item Creation	Scribe Scroll	
Save DC per day Inven	tions INT	3		Bonus Feat	Brew Potion	
2		4		0.1	Craft Wondrous Item	
3		5		Salvage Metamagic Science	Craft Magic Arms and Armor	+4
4		7		Metamagio ocienoe	Craft Wand	- 4
Invention Save DC = 10 + INT + Spell Level Invention time = 4 hours per spell level		8		Bonus Feat		
INVENTION USES Artificer		9			Craft Rod	
PER DAY Level	÷ 2)	10				+6
	(Round up)	11		Improved Metamagic Science		
USE MAGICAL DEVICE DC 15 To use an invention crafted by someone else		12		Bonus Feat Improved Jack of All Trades	Craft Staff	
DC 20 To use an invention when its uses are spent		13		Improved Jack of All Trades	Forge Ring	
rising 1 each time it's used DC 25 To use several magical effects at once		16		Bonus Feat		
plus the number of effects		19		Bonus Feat		
CRAFT MAGIC ITEM		20		Exemplar		
DC 20 To create a magical item plus required caster level				BONUS	FEATS	,
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. Salvage Value		□ Emp□ Enla□ Extel □ Extel Metamagie	rge Sp nd Spe	ell +1 🗆 Magical Aptitude	☐ Quicken Spell +4 ☐ Still Sp☐ Silent Spell +1 ☐ Widen☐ Skill Focus MAGIC ITEMS	
WANDS	×					
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