

Artificer
Level

Caster
Level

INVENTIONS

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

Artifier
Level

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

DC 15 To use an invention crafted by someone else

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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 a magical item
plus required caster level

DC 20 To create magical item with metamagic plus 3x 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.

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

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Select a bonus feat from this list at 3rd, 8th, 12th, 16th and 19th levels:

- ☐ Empower Spell **+2** ☐ Heighten Spell ☐ Quicken Spell **+4** ☐ Still Spell **+1**
 - ☐ Enlarge Spell **+1** ☐ Magical Aptitude ☐ Silent Spell **+1** ☐ Widen Spell **+3**
 - ☐ Extend Spell **+1** ☐ Maximise Spell **+3** ☐ Skill Focus

Metamagic feats apply a spell level increase

MATERIALS

SCROLLS

MAGIC ITEMS

POTIONS
