	Artificer	ARTIFICER				
ARTIFICER	Level ;	Artifice Level	r		Crafting Abilities	Elbow Grease
TANKET AND CANCE	Level	1		Jack of All Trades	Weird Science	+2
Invention Inventions = Base	Bonus	2		Item Creation	Scribe Scroll	
Save DC Level Invention = 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		Bonus Feat	Craft Wand	
Invention time = 4 hours per spell level		8 9		bollus real	Craft Rod	
INVENTION USES Artifier PER DAY Level		10			Orare from	+6
= 1 + (÷	(Round up)	11		Improved Metamagic Science		
USE MAGICAL DEVICE	(Hound up)	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.	M	19		Bonus Feat		
CRAFT		20		Exemplar		
DC 20 To create a magical item plus required caster level		``		BONUS	FEATS	,
Salvage Value	used to craft other charges, the value	☐ Exte Metamagie		ell +1	□ Skill Focus MAGIC ITEMS	,
WANDS	Ţ.					
CH-ARIGE ES		``		SCROLLS	POTIONS	*