	Artificer	×		ARTI	FICER	*
TOME OF SECRETS ARTIFICER	Level ,	Artificei Level	r		Crafting Abilities	Elbow Grease
	incantatore	1		Jack of All Trades	Weird Science	+2
INVENTION	Bonus	2		Item Creation	Scribe Scroll	
Invention Save DC Livello Inventions = E	Base + Inventions entions INT	3		Bonus Feat	Brew Potion	
1	7777	4			Craft Wondrous Item	
2		5		Salvage	Craft Magic Arms and Armour	
3 4		6		Metamagic Science		+4
Invention Save DC = 10 + INT + Spell Lo		7			Craft Wand	
Invention time = 4 hours per spell level		8		Bonus Feat	Craft Rod	
INVENTION USES Artificed PER DAY Level	r	10			Clait Rou	+6
= 1 + (÷ 2)	11		Improved Metamagic Science		- 0
USE MAGICAL DEVICE	(per eccesso)	12		Bonus Feat	Craft Staff	
CD 15 To use an invention crafted by someone else		13		Improved Jack of All Trades		
CD 20 To use an invention when its uses are spent rising 1 each time it's used		14			Forge Ring	
CD 25 To use several magical effects at once		16		Bonus Feat		
plus the number of effects CRAFT MAGIC ITEM		19		Bonus Feat		
CRAFT	T LIVI	20		Exemplar		
CD 20 To create a magical item plus required caster level		``		TALENT	I BONUS	
CD 20 To create magical item with metamagic plus 3× 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		☐ Empo	ower S rge Sp nd Spe	ell +1 🗆 Magical Aptitude	nd 19th levels: □ Quicken Spell +4 □ Still Sp □ Silent Spell +1 □ Widen □ Skill Focus	
items. It cannot be spent.				MATERIALO		
When deconstructing a wand with some s recovered is an equivalent fraction of the		×		MATERIALS	MAGIC ITEMS	,
				MATERIALS	MAGIC ITEMS	
recovered is an equivalent fraction of the	cost of the wand.			MATERIALS	MAGIC ITEMS	
Salvage Value BACCHETT	cost of the wand.			MATERIALS	MAGIC ITEMS	
Salvage Value BACCHETT BACCHETT	cost of the wand.			MATERIALS	MAGIC ITEMS	
Salvage Value BACCHETT B	E				POZIONI	
Salvage Value BACCHETT B	E					
BACCHETT BACCHETT HOWAD HOW	E					
BACCHETT BACCHE	E -					