

TOMO DE SECRETOS  
**ARTIFICER**

Nivel de Lanzador

## INVENTIONS

Invention Save DC	Nivel	Inventions per day	= Base Inventions	+ Bonus Inventions INT
	<b>1</b>			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>2</b>			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>3</b>			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>4</b>			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Invention time = 4 hours per spell level

## INVENTION USES AL DÍA

Artificer  
Level

$$\boxed{\phantom{000}} = 1 + \left( \frac{\phantom{000}}{\phantom{000}} \div 2 \right) \quad (\text{Redondear arriba})$$

### USE MAGICAL DEVICE

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

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

## CRAFT MAGIC ITEM

## CRAFT

**CD 20** To create magical item with metamagic plus 3× 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.

**VARITAS**




CARGAS

CARGAS

CARGAS

CARGAS # 

CARGAS

CARGAS #       

CARGAS #

## ARTIFICER

Artificer Level			Crafting Abilities	Elbow Grease
1	<input type="checkbox"/>	Jack of All Trades	Weird Science	+2
2	<input type="checkbox"/>	Item Creation	Scribe Scroll	
3	<input type="checkbox"/>	Bonus Feat	Brew Potion	
4	<input type="checkbox"/>		Craft Wondrous Item	
5	<input type="checkbox"/>	Salvage	Craft Magic Arms and Armour	
6	<input type="checkbox"/>	Metamagic Science		+4
7	<input type="checkbox"/>		Craft Wand	
8	<input type="checkbox"/>	Bonus Feat		
9	<input type="checkbox"/>		Craft Rod	
10	<input type="checkbox"/>			+6
11	<input type="checkbox"/>	Improved Metamagic Science		
12	<input type="checkbox"/>	Bonus Feat	Craft Staff	
13	<input type="checkbox"/>	Improved Jack of All Trades		
14	<input type="checkbox"/>		Forjar anillo	
16	<input type="checkbox"/>	Bonus Feat		
19	<input type="checkbox"/>	Bonus Feat		
20	<input type="checkbox"/>	Exemplar		

## DOTES ADICIONALES

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

Metamagic feats apply a spell level increase

## MATERIALES

## OBJETOS MÁGICOS

## PERGAMINOS

## POCIONES