

TOME OF SECRETS ARTIFICER

Artificer
Level
Уровень
Заклинателя

INVENTIONS

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

Invention Save DC = 10 + INT + Spell Level

Invention time = 4 hours per spell level

INVENTION USES PER DAY

Artificer
Level

= 1 + (÷ 2)
(Округлять вверх)

USE MAGICAL DEVICE

DC 15 To use an invention crafted by someone else

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

CRAFT

DC 20 To create a magical item
plus required caster level

DC 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 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

WANDS

| | | |
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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"/> | | Forge Ring | |
| 16 | <input type="checkbox"/> | Bonus Feat | | |
| 19 | <input type="checkbox"/> | Bonus Feat | | |
| 20 | <input type="checkbox"/> | Exemplar | | |

Бонусные черты

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

- | | | | |
|---|--|---|---|
| <input type="checkbox"/> Empower Spell +2 | <input type="checkbox"/> Heighten Spell | <input type="checkbox"/> Quicken Spell +4 | <input type="checkbox"/> Still Spell +1 |
| <input type="checkbox"/> Enlarge Spell +1 | <input type="checkbox"/> Magical Aptitude | <input type="checkbox"/> Silent Spell +1 | <input type="checkbox"/> Widen Spell +3 |
| <input type="checkbox"/> Extend Spell +1 | <input type="checkbox"/> Maximise Spell +3 | <input type="checkbox"/> Skill Focus | |

Metamagic feats apply a spell level increase

MATERIALS

MAGIC ITEMS

СВИТКИ

ЗЕЛЬЯ