Artificer			ARII	FIGER	
ARTIFICER Niveau de	Artifice Level	r		Crafting Abilities	
Lanceur de Sort INVENTIONS	1		Jack of All Trades	Weird Science	+2
Invention Inventions Bonus	2		Item Creation	Scribe Scroll	
Save DC per day Inventions INT	3		Bonus Feat	Brew Potion	
1 2	4		0.1	Craft Wondrous Item	
3	6		Salvage Metamagic Science	Craft Magic Arms and Armour	
4	7		Metalliagic Science	Craft Wand	+4
Invention Save DC = 10 + INT + Spell Level Invention time = 4 hours per spell level	8		Bonus Feat	ordre wand	
INVENTION USES Artificer	9			Craft Rod	
PER DAY Level	10				+6
= 1 + (÷ 2) (arrondi au supérieur)	11		Improved Metamagic Science		
USE MAGICAL DEVICE DD 15 To use an invention crafted by someone else	12		Bonus Feat	Craft Staff	
DD 20 To use an invention when its uses are spent	13		Improved Jack of All Trades	Farma Dina	
rising 1 each time it's used DD 25 To use several magical effects at once	14		Damus Fact	Forge Ring	
plus the number of effects	16		Bonus Feat		
CRAFT MAGIC ITEM	19		Bonus Feat Exemplar		
DD 20 To create a magical item	20		DONS SUPPL	EMENTAIDEC	=
plus required caster level DD 20 To create magical item with metamagic	Select a bo	onus fe	at from this list at 3rd, 8th, 12th, 16th at		
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	☐ Exter		ell +1	□ Skill Focus MAGIC ITEMS	,
BAGUETTES					
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