TOME OF CEOPERS	Artificer	×	ARTIFICER				
ARTIFICER	Zauber-	Artifice Level	r		Crafti Abiliti		
INVENTIONS	stufe	1		Jack of All Trades	Weird Scien	ce <b>+2</b>	
Invention Stufe Inventions = Base	Ronus	2		Item Creation	Scribe Scr		
Save DC Stufe per day Invention	ons INT	3		Bonus Feat	Brew Potio		
2		5		Salvage	Craft Magic Arms and Armo		
3		6		Metamagic Science		+4	
4		7			Craft War	nd	
Invention Save DC = 10 + INT + Spell Level Invention time = 4 hours per spell level		8		Bonus Feat			
INVENTION USES PER DAY  = 1 + ( ÷ 2)		9			Craft Ro		
		10		Improved Metamagic Science		+6	
USE MAGICAL DEVICE		11		Bonus Feat	Craft Sta		
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 Rii	ng	
DC 25 To use several magical effects at once plus the number of effects		16		Bonus Feat			
CRAFT MAGIC ITEM		19		Bonus Feat			
CRAFT DC 20 To create a magical item		20		Exemplar			
plus required caster level		Soloot a bo	onue fo	BONUS at from this list at 3rd, 8th, 12th, 16th at	FEATS	×	
DC 20 To create magical item with metamagic plus 3× modified caster level		□ Emp	ower S	Spell +2 🗆 Heighten Spell	☐ Quicken Spell +4 ☐ Stil	l Spell +1	
SALVAGE		☐ Enlai		ell +1	☐ Silent Spell +1 ☐ Wid☐ Skill Focus	len Spell +3	
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.			c feats	apply a spell level increase	NA GIG IMPNO		
When deconstructing a wand with some spen recovered is an equivalent fraction of the cos	t charges, the value	*		MATERIALS	MAGIC ITEMS	*	
Salvage Value	,						
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