TOME OF CEOPERS	Artificer	×	ARTIFICER				
ARTIFICER	Zauber-	Artifice Level	r		Crafting Abilities		
INVENTIONS	stufe	1		Jack of All Trades	Weird Science	+2	
Invention Stufe Inventions = Base	Ronus	2		Item Creation	Scribe Scroll		
Save DC Stufe per day Invention	ons INT	3		Bonus Feat	Brew Potion  Craft Wondrous Item		
2		5		Salvage	Craft Magic Arms and Armour		
3		6		Metamagic Science		+4	
4		7			Craft Wand		
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 Rod		
		10		Improved Metamagic Science		+6	
USE MAGICAL DEVICE		11		Bonus Feat	Craft Staff		
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 Ring		
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 be	onue fo	BOUNS teat from this list at 3rd, 8th, 12th, 16th at	TALENT	×	
DC 20 To create magical item with metamagic plus 3× modified caster level		□ Emp	ower S	Spell +2 🗆 Heighten Spell	☐ Quicken Spell +4 ☐ Still S		
SALVAGE Salvaging a magical item takes one day, and recovers the a value		☐ Enla		ell +1	☐ Silent Spell +1 ☐ Widen ☐ Skill Focus	Spell +3	
equal to the cost of the materials that can be items. It cannot be spent.			c feats	apply a spell level increase	MA CIG IEDAG		
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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