

Artificer  
Level

Caster  
Level

## INVENTIONS

Invention Save DC = 10 + INT + Spell Level  
Invention time = 4 hours per spell level

## Artificer

$$\boxed{\phantom{00}} = 1 + \left( \phantom{00} \div 2 \right) \quad (\text{Round up})$$

**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

**DC 20** To create a magical item  
plus required caster level

**DC 20** To create magical item with metamagic  
plus 3x 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.

## WANDS

[illegible]

## ARTIFICER

## BONUS FEATS

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<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"/> Enlarge Spell <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"/> Extend Spell <b>+1</b>	<input type="checkbox"/> Maximise Spell <b>+3</b>	<input type="checkbox"/> Skill Focus	

Metamagic feats apply a spell level increase

## MATERIALS

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## MAGIC ITEMS

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## SCROLLS

[illegible]

## POTIONS

[illegible]