

UTILITY	DESCRIPTION	#	LV SOURCE	номинс	ULUS SERVANT	
h. determination	reroll a skill check	1/LR	— 'BREW	size tiny	HP 1+INTMOD+LV	
magical tinkering	touch tiny nonmagical obj. with thieves'/artisan's tools (A): bestow 1 effect	INT MOD	1 тсое 1 1	MV 20′, FLY 3	0′ но Lv×d4	
infuse item	imbue nonmagical objects w/infusions (LR); can attune immediately		2 тсое12	str -3	INT +0	
right tool for the job	use thieves'/artisan's tools to make artisan's tools in 1h (can use during rest)	1/тіме	3 тсое 1 3	DEX* +2	wis +0	
tool expertise	2× prof. on tool checks	_	6 тсое13	con +1	сна -2	
flash of genius	me or creature within 30' (my R): add my INT мод to check/save	INT MOD/LR	7 тсое 13	іммине pois	, exhaust	
magic item adept	attune 4 items & craft (un)common items in 1/4 time for 1/2 gold	_	10 тсое13	SKILLS perc*	, stealth	
spell-storing item	LR: touch weapon/focus and store spell(LV 1/2, artificer, DUR: 1 a) in it; (a) to use spell (with my INT MOD; (c) wielder). MAX(2, INT MOD) spell uses.	1/тіме	11 тсое13		overs 2d6 нр	
magic item savant	attune 5 items & ignore class, race, spell, level requirements on items	_	14 тсое14	ist, half dmg	dmg on DEX res-	
magic item master	attune 6 items	_	18 тсое14		30′, d4+рв гопсе	
	GICAL TINKERING (EFFECTS) INFUSIONS				GIC (R) 120', hom-	
	unculasaem	ersmy todenspen				
5'/5' light · mix of picture, drawing, 25 words · 10' odor/non-verbal sound · on tap: verbal message (10', 6s) from me uses/known 2/4, 3/6@Lv6, 4/8@Lv10, 5/10@Lv14, 6/12@Lv18; 1/object; fades INT MOD days after death/when forgotten					CH CANNON	
verbar sound von tap	2. Verbarniessage (10, 03) from the	,	g	HP 5×LV	sıze tiny/small	
		,,		ac 18	му 15',сымв 15'	
	SCRIPTION COLUMN TO THE STATE OF THE STATE O	#	LV SOURCE	EFF DC 14	імминероіs/psy	
	carver's/smith's tools to make on a surface within 5'; (BA) activate within 60'	1/LR or ss		DISMISSAL (A)	early or after 1h	
arcane firearm carver's tools to adorn a wand/staff/rod (focus; adds d8 dmg to 1 spell roll) 1/TIME 5 TCOE 18					меnding recovers 2d6 нр	
•	ake/use 2 cannons at once (2 ss) & cannons give 10' of half cover to allies		15 TCOE 18	ACTIVATE Cho	ose on creation	
soul of artifice +1	I to EFF DC & if I reach OHP without death, (R) to end infusion and drop to THP INFUSIONS	_	20 тсов14	spell vs. dex fire & flam	wer 15′ cone, ,,2d8 (3d8@Lv9) mables ignite	
	NAME OF THE PARTY			Ac. 2d8 (3d	sta 120', spell vs. d8@Lv9) force & shed away 5'	
				мор (2d8	10' cone, d8+INT +INT MOD@LV9) cannon & choice	

TOOLBELT ITEMS (O.I. TO GRAB)	1	
TINY ITEMS	1	21
1		
2	2	_ 22
2	3	23
3	<u>J</u>	23
4	4	24
5		®
6	5	25
7	6	26
8		
9	7	27
10	8	28
11	9	29
12		
gp	10	30
sp cp		
gems (gp)	11	31
/100= slots	12	32
CARRY CAPACITY	~_	
sLots≤5+str ready	13	
5+str <slots≤10+str burdened<="" td=""><td></td><td></td></slots≤10+str>		
10+str <slots≤15+str taxed<br="">slots>15+str overloaded</slots≤15+str>	14	34
BEING ENCUMBERED (CUMULATIVE)		
ready —	15	35
burdened -10 spp; no passive spp bonus		
taxed -10 spp; disadv. phys.	16	36
overloaded SPD 0; prone	7	37
CATEGORY SIZE #	17	- 51
tiny palm-sized, worn —	18	38
light dagger/vial/ration 1/5		
normal shield/quiver/flask 1	19	39
heavy heavy/big/clunky 2		-
m. armor — 2 h. armor — 4	20	40