

# ARCANAMIRIUM SAGE

ARCHETYPE OF

Stufe



## BONUS SPELLS

Add to your list of available spells; or if you aren't a spellcaster, gain the ability to cast twice a day.

### IDENTIFY

Stufe  
2

Once per round, identify a device or magic item using Engineering or Mysticism.  
  
+10 to identify properties, command words and password.

Used today  
☐☐

### AUGURY

Stufe  
6

Determine whether a course of action is likely to bring good or bad results in the immediate future.  
  
Casting time: 1 minute  
  
Window: 30 minutes

Used today  
☐☐

### ARCANE SIGHT

Stufe  
9

See magic sources within 120ft.  
  
Attempt a Mysticism check to determine the school of magic.  
  
Concentrate on a creature to determine whether they have any spellcasting, and the caster level of the highest level spell currently available to them.

Used today  
☐☐

## MAGIC ITEM SCHOLAR

Bonus to Engineering and Mysticism checks to identify and repair hybrid and magic items.

### INSIGHT BONUS

Stufe  
2

= Klassenstufe

Don't need to cast *detect magic* to identify a magic item.

Greater ability to find and purchase magic items up to your character level + 2 in most settlements.

## SPELL GEM MANIPULATION

Stufe  
6

Once per day, sacrifice a spell slot to cast the spell in a spell gem, provided the spell is on your spell list.  
  
Or if you aren't a spellcaster, cast once per day.

Used today  
☐

## MAGIC ITEM ATTUNEMENT

Stufe  
9

Wear three magic items at once.

Stufe  
18

Wear four magic items at once.

## RECHARGE MAGIC ITEM

Stufe  
12

Once per day, spend 1rp to refresh a magic item's daily charges.

Used today  
☐