ARCANAMIRIUM SAGE

ARCHETYPE OF

Livello

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

Livello 2

Once per round, identify a device or magic item using Engineering or Mysticism.

+10 to identify properties, command words and password.

Usato oggi ☐ ☐

AUGURY

Livello 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

Usato oggi ☐ ☐

ARCANE SIGHT

Livello 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.

Usato oggi ☐ ☐

MAGIC ITEM SCHOLAR

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

INSIGHT BONUS

Livello 2

☐ = Livello Classe

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

Livello 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.

Usato oggi ☐

MAGIC ITEM ATTUNEMENT

Livello 9

Wear three magic items at once.

Livello 18

Wear four magic items at once.

RECHARGE MAGIC ITEM

Livello 12

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

Usato oggi ☐