

ARCANAMIRIUM SAGE

ARCHETYPE OF

Level



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

Level 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

Level 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

Level 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

Level 2

= Class Level

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

Level 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
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MAGIC ITEM ATTUNEMENT

Level 9

Wear three magic items at once.

Level 18

Wear four magic items at once.

RECHARGE MAGIC ITEM

Level 12

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

Used today
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