

ARCANAMIRIUM SAGE

ARCHETYPE OF

Nivel



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

Nivel

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

Used today

☐☐

+10 to identify properties, command words and password.

AUGURY

Nivel

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Determine whether a course of action is likely to bring good or bad results in the immediate future.

Used today

☐☐

Casting time: 1 minute
Window: 30 minutes

ARCANE SIGHT

Nivel

9

See magic sources within 120ft.
Attempt a Mysticism check to determine the school of magic.

Used today

☐☐

Concentrate on a creature to determine whether they have any spellcasting, and the caster level of the highest level spell currently available to them.

MAGIC ITEM SCHOLAR

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

INSIGHT BONUS

Nivel

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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

Nivel

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Once per day, sacrifice a spell slot to cast the spell in a spell gem, provided the spell is on your spell list.

Used today

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Or if you aren't a spellcaster, cast once per day.

MAGIC ITEM ATTUNEMENT

Nivel

9

Wear three magic items at once.

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18

Wear four magic items at once.

RECHARGE MAGIC ITEM

Nivel

12

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

Used today

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