

# ARCANAMIRIUM SAGE

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Poziom



## 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

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

Used today  
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+10 to identify properties, command words and password.

### AUGURY

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

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Casting time: 1 minute

Window: 30 minutes

### ARCANE SIGHT

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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.

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## MAGIC ITEM SCHOLAR

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

### INSIGHT BONUS

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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

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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.

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

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## MAGIC ITEM ATTUNEMENT

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Wear three magic items at once.

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Wear four magic items at once.

## RECHARGE MAGIC ITEM

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

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