TOME OF CEOPERS	Artificer	ARTIFICER				
TOME OF SECRETS  ARTIFICER	Zauber-	Artifice Level	r		Crafting Abilities	Elbow Grease
inventions	stufe	1		Jack of All Trades	Weird Science	+2
Invention Inventions D	Bonus	2		Item Creation	Scribe Scroll	
Save DC Sture per day Invention	ons INT	3		Bonus Feat	Brew Potion	
2		5		Salvage	Wundersamen Gegenstand herstellen Craft Magic Arms and Armour	
3		6		Metamagic Science	Orate Magic Arms and Armour	+4
4		7		<del>-</del>	Zauberstab herstellen	
Invention Save DC = 10 + INT + Spell Level Invention time = 4 hours per spell level		8		Bonus Feat		
INVENTION USES PRO TAG  = 1 + (		9			Zauberzepter herstellen	
		10		Improved Maternagia Caianaa		+6
		11		Improved Metamagic Science  Bonus Feat	Zauberstecken herstellen	
SG 15 To use an invention crafted by someone else		13		Improved Jack of All Trades	<u> </u>	
SG 20 To use an invention when its uses are spent rising 1 each time it's used		14			Forge Ring	
SG 25 To use several magical effects at once plus the number of effects		16		Bonus Feat		
CRAFT MAGIC ITEM		19		Bonus Feat		
CRAFT SG 20 To create a magical item		20		Exemplar		
plus required caster level		Soloot a be	onuo fo	BONUST at from this list at 3rd, 8th, 12th, 16th at	ALENTE	*
SG 20 To create magical item with metamagic plus 3× modified caster level		□ Emp	ower S	Spell +2 🗆 Heighten Spell	☐ Quicken Spell +4 ☐ Still Sp	
SALVAGE Salvaging a magical item takes one day, and recovers the a value		☐ Enla		ell +1	☐ Silent Spell +1 ☐ Widen ☐ Fertigkeitsfokus	Spell +3
equal to the cost of the materials that can be items. It cannot be spent.			c feats	apply a spell level increase		
When deconstructing a wand with some spen recovered is an equivalent fraction of the cos		*		MATERIALS	MAGIC ITEMS	*
Salvage Value	,					
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