Artificer	ARTIFICER				
ARTIFICER Level ARTIFICER	Artificer Level	r		Crafting Abilities	Elbow Grease
	1		Jack of All Trades	Weird Science	+2
Invention Inventions = Base + Inventions	2		Item Creation	Scribe Scroll	
Invention = Base + Inventions Save DC Inventions = Base + Inventions per day Inventions INT	3		Talento Bônus	Brew Potion	
1 7777	4			Craft Wondrous Item	
2	5		Salvage	Craft Magic Arms and Armour	
3 4 0000	6		Metamagic Science		+4
Invention Save DC = 10 + INT + Spell Level	7		Talanta Dânua	Craft Wand	
Invention time = 4 horas por nível de magia	8		Talento Bônus	Craft Rod	
INVENTION USES Artificer PER DAY Level	9			Cidit nou	+6
= 1 + (Arredonda para Cima)	11		Improved Metamagic Science		
USE MAGICAL DEVICE	12		Talento Bônus	Craft Staff	
CD 15 To use an invention crafted by someone else	13		Improved Jack of All Trades		
CD 20 To use an invention when its uses are spent rising 1 each time it's used	14			Forge Ring	
CD 25 To use several magical effects at once	16		Talento Bônus		
plus the number of effects CRAFT MAGIC ITEM	19		Talento Bônus		
OFICIO CRAFT MAGIC ITEM	20		Exemplar		
CD 20 To create a magical item plus required caster level			TALENT	O BÔNUS	
Salvaging a magical item takes one day, and recovers the a value equal to the cost of the materials that can be used to craft other items. It cannot be spent. When deconstructing a wand with some spent charges, the value recovered is an equivalent fraction of the cost of the wand. Salvage Value	□ Exter	entar I nd Spe	Magia +1 🗆 Magical Aptitude	☐ Quicken Spell +4 ☐ Still Sp ☐ Silent Spell +1 ☐ Widen ☐ Skill Focus MAGIC ITEMS	
VARINHAS Story Story		P	PERGAMINHOS	POÇÕES	
CARGAS # 000 000 000 000 000 000 000 000 000					