TOWN OF STADERS	Artefice	ARTIFICER				
TOME OF SECRETS ARTIFICER	Livello Livello	Artefice Livello			Crafting Abilities	Elbow Grease
	ncantatore	1		Jack of All Trades	Weird Science	+2
Invention Inventions a	Bonus	2		Item Creation	Scribe Scroll	
Save DC per day Inventi	ons _{INT}	3		Talento Bonus	Brew Potion	
2		5		Salvage	Craft Wondrous Item Craft Magic Arms and Armour	
3		6		Metamagic Science	orare magic Arms and Armour	+4
4	_ 6666	7			Craft Wand	
Invention Save DC = 10 + INT + Spell Level Invention time = 4 hours per spell level		8		Talento Bonus		
INVENTION USES PER DAY = 1 + (9			Craft Rod	
		10		Improved Metamagic Science		+6
USE MAGICAL DEVICE		12		Talento Bonus	Craft Staff	
CD 15 To use an invention crafted by someone else		13		Improved Jack of All Trades		
DC 20 To use an invention when its uses are spent rising 1 each time it's used		14			Forge Ring	
DC 25 To use several magical effects at once plus the number of effects		16		Talento Bonus		
CRAFT MAGIC ITEM		19		Talento Bonus		
CRAFT DC 20 To create a magical item		20		Exemplar	I BONUS	
SALVAGE Salvaging a magical item takes one day, and equal to the cost of the materials that can be items. It cannot be spent. When deconstructing a wand with some sper recovered is an equivalent fraction of the cost	used to craft other	□ Exte	rge Spo nd Spe	ell +1 \square Magical Aptitude	☐ Quicken Spell +4 ☐ Still S☐ Silent Spell +1 ☐ Widen☐ Skill Focus ☐ OGGETTI MAGICI	-
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