ARTIFICER

Artefice Livello ☐

Livello Incant. ☐

INVENTIONS

Invention Save DC	Livello	Inventions per day	= Base Inventions	+ Bonus Inventions INT
	1		_____	☐☐☐☐
	2		_____	☐☐☐☐
	3		_____	☐☐☐☐
	4		_____	☐☐☐☐

Invention Save DC = 10 + INT + Spell Level

Invention time = 4 hours per spell level

INVENTION USES PER DAY

Artefice Livello

☐ = 1 + (_____ ÷ 2) (per eccesso)

USE MAGICAL DEVICE

CD 15 To use an invention crafted by someone else

DC 20 To use an invention when its uses are spent **rising 1 each time it's used**

DC 25 To use several magical effects at once **plus the number of effects**

CRAFT MAGIC ITEM

CRAFT

DC 20 To create a magical item **plus required caster level**

DC 20 To create magical item with metamagic **plus 3× modified caster level**

SALVAGE

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 ⎢⎢⎢⎢⎢⎢⎢⎢⎢⎢

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ARTIFICER

Artefice Livello		Class Features	Crafting Abilities	Elbow Grease
1	☐	Jack of All Trades	Weird Science	**+2**
2	☐	Item Creation	Scribe Scroll	
3	☐	Talento Bonus	Brew Potion	
4	☐		Craft Wondrous Item	
5	☐	Salvage	Craft Magic Arms and Armour	
6	☐	Metamagic Science		**+4**
7	☐		Craft Wand	
8	☐	Talento Bonus		
9	☐		Craft Rod	
10	☐			**+6**
11	☐	Improved Metamagic Science		
12	☐	Talento Bonus	Craft Staff	
13	☐	Improved Jack of All Trades		
14	☐		Forge Ring	
16	☐	Talento Bonus		
19	☐	Talento Bonus		
20	☐	Exemplar		

TALENTI BONUS

Select a bonus feat from this list at 3rd, 8th, 12th, 16th and 19th levels:

☐ Empower Spell **+2** ☐ Heighten Spell ☐ Quicken Spell **+4** ☐ Still Spell **+1**

☐ Enlarge Spell **+1** ☐ Magical Aptitude ☐ Silent Spell **+1** ☐ Widen Spell **+3**

☐ Extend Spell **+1** ☐ Maximise Spell **+3** ☐ Skill Focus

Metamagic feats apply a spell level increase

MATERIALS

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