	Niveau	ARTIFICIER				
ARTIFICIER	d'Artificier ; Niveau de	Niveau d'Artificie			Crafting Abilities	Elbow Grease
	inceur de Sort	1		Jack of All Trades	Weird Science	+2
INVENTION	Bonus	2		Création d'objets	Scribe Scroll	
	Base + Inventions entions INT	3		Bonus Feat	Brew Potion	
1		4			Craft Wondrous Item	
2		5		Salvage	Craft Magic Arms and Armour	
3		6		Metamagic Science		+4
Invention Save DC = 10 + INT + Spell Le		7			Craft Wand	
Invention time = 4 heure par niveau		8		Bonus Feat		
INVENTION USES PER DAY Niveau d'Artificie		9			Craft Rod	
= 1 + (÷ 2)	10		Improved Metamagic Science		+6
USE MAGICAL DEVICE	. (arrondi au supérieur)	11		Bonus Feat	Craft Staff	
DD 15 To use an invention crafted by someone else		13		Improved Jack of All Trades	Cidit Stail	
DD 20 To use an invention when its uses are spent		14		Improved odok of All Tiddeo	Forge Ring	
rising 1 each time it's used DD 25 To use several magical effects at once		16		Bonus Feat		
plus the number of effects		19		Bonus Feat		
CRAFT MAGIC ITEM		20		Exemplar		
DD 20 To create a magical item plus required caster level				·	EMENTAIRES	
DD 20 To create magical item with me	tamagic	Select a bo	onus fe	at from this list at 3rd, 8th, 12th, 16th a		
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		Metamagio	efeats	MATERIALS	OBJETS MAGIQUES	*
Be Be						
Bees #						
CHARGES		X	1	PARCHEMINS	POTIONS	,
B. R.G.						
Bg # □						
□ # RGE						