

Artificer Level	Zauberstufe
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10

INVENTIONS

Invention Save DC = 10 + INT + Spell Level
Invention time = 4 hours per spell level

Artificer
Level

USE MAGICAL DEVICE

SG 15 To use an invention crafted by someone else

SG 15 To use an invention crafted by someone else

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

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

CRAFT MAGIC ITEM

SG 20 To create a magical item

SG 20 To create a magical item
plus required caster level

SG 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.

ZAUBERSTÄBE

ARTIFICER

BONUSTALENTE

BONUSTALENTE

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

- | | | | |
|--|---|--|--|
| <input type="checkbox"/> Empower Spell +2 | <input type="checkbox"/> Heighten Spell | <input type="checkbox"/> Quicken Spell +4 | <input type="checkbox"/> Still Spell +1 |
| <input type="checkbox"/> Enlarge Spell +1 | <input type="checkbox"/> Magical Aptitude | <input type="checkbox"/> Silent Spell +1 | <input type="checkbox"/> Widen Spell +3 |
| <input type="checkbox"/> Extend Spell +1 | <input type="checkbox"/> Maximise Spell +3 | <input type="checkbox"/> Fertigkeitsfokus | |

Metamagic feats apply a spell level increase

MATERIALS

SCHRIFTROLLEN

MAGIC ITEMS

TRÄNKE
