Artificer			AKIII	FICER	
ARTIFICER Conjurador	Artificer Level	r		Craftin Abilitie	
Nível	1		Jack of All Trades	Weird Science	
INVENTIONS Bonus	2		Item Creation	Scribe Scro	41
Invention Nível Inventions = Base + Inventions Save DC per day Inventions INT	3		Bonus Feat	Brew Potio	n
1 7777	4			Craft Wondrous Iter	n
2	5		Salvage	Craft Magic Arms and Armou	ır
3	6		Metamagic Science		+4
Invention Save DC = 10 + INT + Spell Level	7			Craft Wan	d
Invention time = 4 hours per spell level	8		Bonus Feat		
INVENTION USES Artificer PER DAY Level	9			Craft Ro	
= 1 + ( ; 2 )	10		Improved Metamagic Science		+6
USE MAGICAL DEVICE	11		Bonus Feat	Craft Sta	ff
DC 15 To use an invention crafted by someone else	13		Improved Jack of All Trades	oran ota	
DC 20 To use an invention when its uses are spent rising 1 each time it's used	14			Forge Rin	q
DC 25 To use several magical effects at once	16		Bonus Feat		
plus the number of effects	19		Bonus Feat		
CRAFT MAGIC ITEM	20		Exemplar		
DC 20 To create a magical item plus required caster level			TALENT	O BÔNUS	
DC 20 To create magical item with metamagic			at from this list at 3rd, 8th, 12th, 16th a	nd 19th levels:	
plus 3× modified caster level  SALVAGE	☐ Empo				Spell +1 en Spell +3
Salvaging a magical item takes one day, and recovers the a value	□ Exter	nd Spe	ell +1	☐ Skill Focus	in open 10
equal to the cost of the materials that can be used to craft other items. It cannot be spent.	Metamagio	c feats	apply a spell level increase  MATERIALS	MAGIC ITEMS	_
When deconstructing a wand with some spent charges, the value recovered is an equivalent fraction of the cost of the wand.			MATERIALS	WAGIC ITEMS	_
Salvage Value					
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