

Artificer Level	Zauberstufe

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

CRAFT MAGIC ITEM

SG 20 To create a magical item

SALVAGE

SALVAGE

When deconstructing a wand with some spent charges, the value recovered is an equivalent fraction of the cost of the wand.

ZAUBERSTÄBE

[illegible][illegible]

ARTIFICER

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BONUSTALENTE

<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
