

TOME OF SECRETS ARTIFICER

Niveau
d'Artificier

Niveau de
Lanceur de Sort

INVENTIONS

Invention Save DC	Niveau	Inventions per day	= Base Inventions	+ Bonus Inventions INT
	1			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Invention Save DC = 10 + INT + Spell Level

Invention time = 4 hours per spell level

INVENTION USES PER DAY

Niveau
d'Artificier

= 1 + (÷ 2)
(arrondi au supérieur)

USE MAGICAL DEVICE

DD 15 To use an invention crafted by someone else

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

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

CRAFT MAGIC ITEM

CRAFT

DD 20 To create a magical item
plus required caster level

DD 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

BAGUETTES

CHARGES	#	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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ARTIFICER

Niveau d'Artificier			Crafting Abilities	Elbow Grease
1	<input type="checkbox"/>	Jack of All Trades	Weird Science	+2
2	<input type="checkbox"/>	Item Creation	Scribe Scroll	
3	<input type="checkbox"/>	Bonus Feat	Brew Potion	
4	<input type="checkbox"/>		Craft Wondrous Item	
5	<input type="checkbox"/>	Salvage	Craft Magic Arms and Armour	
6	<input type="checkbox"/>	Metamagic Science		+4
7	<input type="checkbox"/>		Craft Wand	
8	<input type="checkbox"/>	Bonus Feat		
9	<input type="checkbox"/>		Craft Rod	
10	<input type="checkbox"/>			+6
11	<input type="checkbox"/>	Improved Metamagic Science		
12	<input type="checkbox"/>	Bonus Feat	Craft Staff	
13	<input type="checkbox"/>	Improved Jack of All Trades		
14	<input type="checkbox"/>		Forge Ring	
16	<input type="checkbox"/>	Bonus Feat		
19	<input type="checkbox"/>	Bonus Feat		
20	<input type="checkbox"/>	Exemplar		

DONS SUPPLEMENTAIRES

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"/> Skill Focus | |

Metamagic feats apply a spell level increase

MATERIALS

MAGIC ITEMS

PARCHEMINS

POTIONS