TOME OF SECRETS
ARTIFICIER

Niveau d'Artificier ☐

Niveau de Lanceur de Sort ☐

INVENTIONS

Invention Save DC	Niveau	Inventions per day	= Base + Inventions	Bonus Inventions INT
	1		_____	☐☐☐☐
	2		_____	☐☐☐☐
	3		_____	☐☐☐☐
	4		_____	☐☐☐☐

Invention Save DC = 10 + INT + Spell Level
Invention time = 4 heure par niveau de sort

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 #
	☐☐☐ ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐ ☐☐☐
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ARTIFICIER

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

DONS SUPPLEMENTAIRES

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

☐ Empower Spell **+2** ☐ Heighten Spell ☐ Quicken Spell **+4** ☐ Still Spell **+1**
☐ Enlarge Spell **+1** ☐ Magical Aptitude ☐ Silent Spell **+1** ☐ Widen Spell **+3**
☐ Extend Spell **+1** ☐ Maximise Spell **+3** ☐ Skill Focus

Metamagic feats apply a spell level increase

MATERIALS

OBJETS MAGIQUES

PARCHEMINS

POTIONS