Poziomy	*		FICER		
ARTIFICER Wynalazcy	Poziomy Wynalazo			Crafting Abilities	Elbow Grease
Czarującego	1		Jack of All Trades	Weird Science	+2
Invention Bonus	2		Item Creation	Scribe Scroll	
Save DC per day Inventions INT	3		Bonus Feat	Brew Potion	
1 2	4		Salvage	Craft Wondrous Item Craft Magic Arms and Armour	
3	6		Metamagic Science	Craft Magic Airiis and Airiiodi	+4
4	7			Craft Wand	- 4
Invention Save DC = 10 + INT + Spell Level Invention time = 4 hours per spell level	8		Bonus Feat		
INVENTION USES Poziomy	9			Craft Rod	
PER DAY Wynalazcy = 1 + (÷ 2)	10				+6
(Zaokfąglane w górę)	11		Improved Metamagic Science		
USE MAGICAL DEVICE ST 15 To use an invention crafted by someone else	12		Bonus Feat Improved Jack of All Trades	Craft Staff	
ST 20 To use an invention when its uses are spent	13		improved Jack of All Trades	Forge Ring	
rising 1 each time it's used 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		
ST 20 To create a magical item plus required caster level			ATUTY P	REMIOWE	
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		erzeni	ell +1	☐ Silent Spell +1 ☐ Widen ☐ Skill Focus MAGIC ITEMS	Spell +3
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