

Artificer  
Level

Level  
Bonus

+

$$\text{Artificer Level} + 2 =$$

## Caster

Level

## INFUSIONS

Spell Save DC = 10 + INT + Spell Level

Learning a new infusion requires a Spellcraft check with DC 20 + Spell Level

CRAFT RESERVE

## pts

Craft Reserve points can be spent in place of XP when crafting magic items.  
Point are completely replenished each level; unspent points are lost.

## ARTIFICER KNOWLEDGE

Artificer  
Level

$$\boxed{\phantom{000}} = \text{INT} +$$

## WANDS

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"/>	<input type="checkbox"/>	<input type="checkbox"/>

## KNOWN INFUSIONS

2	Align Weapon	Armor Enhancement	Bear's Endurance
	Bull's Strength	Cat's Grace	Chill Metal
	Eagle's Splendour	Fox's Cunning	Heat Metal
	Inflict Moderate Damage	Owl's Wisdom	Repair Moderate Damage
	Toughen Construct	Weapon Augmentation, Lesser	

4	Construct Energy Ward, Greater	Globe of Invulnerability, Lesser	Inflict Critical Damage
	Item Alteration	Iron Construct	Minor Creation
	Repair Critical Damage	Rusting Grasp	Shield of Faith, Legion's
	Weapon Augmentation		

6	Blade Barrier	Disable Construct	Globe of Invulnerability
	Hardening	Move Earth	Total Repair
	Wall of Iron	Weapon Augmentation, Greater	

## SCROLLS

## POTIONS

[illegible]