ARTIFICER

Artificer Level

Level Bonus + Artificer Level + 2 = Caster Level

INFUSIONS

Infusion Save DC	Level	Infusions per day	= Base Infusions	+ Bonus Infusions INT
	1			
	2			
	3			
	4			
	5			
	6			

Spell Save DC = 10 + INT + Spell Level

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

CRAFT RESERVE

CRAFT RESERVE POINTS

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 KNOWLEDGE BONUS

= INT + Artificer Level

WANDS

CHARGES #

CHARGES #

CHARGES #

CHARGES #

CHARGES #

CHARGES #

CHARGES #

CHARGES #

KNOWN INFUSIONS

1

Armor Enhancement, Lesser
Energy Alteration
Enhancement Alteration
Identify
Inflict Light Damage
Light
Magic Stone
Magic Vestment
Magic Weapon
Repair Light Damage
Resistance Item
Shield of Faith
Skill Enhancement
Spell Storing Item
Weapon Augmentation, Personal

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

3

Armor Enhancement, Greater
Construct Energy Ward
Inflict Serious Damage
Magic Weapon, Greater
Metamagic Item
Power Surge
Repair Serious Damage
Stone Construct
Suppress Requirement

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

5

Disrupting Weapon
Fabricate
Major Creation
Wall of Force
Wall of Stone

6

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

SCROLLS

POTIONS