

ARTIFICER

Artificer Level

Бонус Уровня +

Artificer Level + 2 = Уровень Заклинателя

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

КС Спаса от заклинания = 10 + ИНТ + Уровень закл-ия

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

Artificer Level

= INT +

ЖЕЗЛЫ

Заряды #

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KNOWN INFUSIONS

1

Armour Enhancement, Lesser  
Identify  
Magic Stone  
Repair Light Damage  
Skill Enhancement  
Weapon Augmentation, Personal

Energy Alteration  
Inflict Light Damage  
Magic Vestment  
Resistance Item  
Spell Storing Item

Enhancement Alteration  
Свет  
Magic Weapon  
Shield of Faith

2

Align Weapon  
Bull's Strength  
Eagle's Splendour  
Inflict Moderate Damage  
Toughen Construct

Armour Enhancement  
Cat's Grace  
Fox's Cunning  
Owl's Wisdom  
Weapon Augmentation, Lesser

Bear's Endurance  
Chill Metal  
Heat Metal  
Repair Moderate Damage

3

Armour Enhancement, Greater  
Magic Weapon, Greater  
Repair Serious Damage

Construct Energy Ward  
Metamagic Item  
Stone Construct

Inflict Serious Damage  
Power Surge  
Suppress Requirement

4

Construct Energy Ward, Greater  
Item Alteration  
Repair Critical Damage  
Weapon Augmentation

Globe of Invulnerability, Lesser  
Iron Construct  
Rusting Grasp

Inflict Critical Damage  
Minor Creation  
Shield of Faith, Legion's

5

Disrupting Weapon  
Wall of Force

Fabricate  
Wall of Stone

Major Creation

6

Blade Barrier  
Hardening  
Wall of Iron

Disable Construct  
Move Earth  
Weapon Augmentation, Greater

Globe of Invulnerability  
Total Repair

СВИТКИ

ЗЕЛЫ