ARTIFICER Artificer		K	KNOWN INFUSIONS	
Level + Artificer + 2 = Caster Level INFUSIONS Infusion Level Infusions = Base Bonus Infusions Base Infusions Infusions	1		Inflict Light Damage Magic Vestment Resistance Item Spell Storing Item	Enhancement Alteration Light Magic Weapon Shield of Faith
Save DC per day Infusions INT		Weapon Augmentation, Person	al	
2 3 4 5 6	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
Spell Save DC = 10 + INT + Spell Level Learning a new infusion requires a Spellcraft check with DC 20 + Spell Level CRAFT RESERVE CRAFT RESERVE Craft Reserve points can be spent in place of XP when crafting magic items. Point are completely replenished each level; unspent points are lost.	3	Item Alteration Repair Critical Damage	Construct Energy Ward Metamagic Item Stone Construct Globe of Invulnerability, Lessel Iron Construct Rusting Grasp	Inflict Serious Damage Power Surge Suppress Requirement Inflict Critical Damage Minor Creation Shield of Faith, Legion's
ARTIFICER KNOWLEDGE				
ARTIFICER KNOWLEDGE Artificer BONUS Level	5	Disrupting Weapon Wall of Force	Fabricate Wall of Stone	Major Creation
WANDS		Blade Barrier	Disable Construct	Globe of Invulnerability
H 000 000 000	6	Hardening Wall of Iron	Move Earth Weapon Augmentation, Greate	Total Repair
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