ARTIFICER Artificer	*	K	KNOWN INFUSIONS	×
Level   Artificer + 2 = Caster   Level    INFUSIONS  Bonus	1	Armor Enhancement, Lesser Identify Magic Stone Repair Light Damage Skill Enhancement	Energy Alteration Inflict Light Damage Magic Vestment Resistance Item Spell Storing Item	Enhancement Alteration Light Magic Weapon Shield of Faith
Infusion Save DC  Level Infusions = Base   Infusions   Infusions   Infusions   INT  1 2				
3 4 5 6	2	Align Weapon Bull's Strength Eagle's Splendour Inflict Moderate Damage Toughen Construct	Armor 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, Lesse 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 BONUS  Artificer Level  = INT +	5	Disrupting Weapon Wall of Force	Fabricate Wall of Stone	Major Creation
WANDS	6	Blade Barrier Hardening Wall of Iron	Disable Construct Move Earth Weapon Augmentation, Greate	Globe of Invulnerability Total Repair r
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