ARTIFICER

Artificer Level

Nível Bônus +

Artificer Level + 2 = Nível do Conjurador

INFUSIONS

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

Teste de Magia CD = 10 + INT + Nível da Magia

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

VARINHAS

CARGAS #

CARGAS #

CARGAS #

CARGAS #

CARGAS #

CARGAS #

CARGAS #

CARGAS #

KNOWN INFUSIONS

1

Armour Enhancement, Lesser
Identify
Magic Stone
Repair Light Damage
Skill Enhancement
Weapon Augmentation, Personal
Alterar Energia
Infligir Dano Leve
Magic Vestment
Resistance Item
Spell Storing Item
Enhancement Alteration
Light
Magic Weapon
Shield of Faith

2

Align Weapon
Força de Touro
Eagle's Splendour
Infligir Dano Moderado
Toughen Construct
Armour Enhancement
Cat's Grace
Fox's Cunning
Sabedoria da Coruja
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
Infligir Dano Sério
Power Surge
Suppress Requirement

4

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

5

Disrupting Weapon
Barreira de Força
Fabricate
Barreira de Pedra
Major Creation

6

Barreira de Lâminas
Hardening
Barreira de Ferro
Disable Construct
Move Earth
Weapon Augmentation, Greater
Globe of Invulnerability
Reparo Total

PERGAMINHOS

POÇÕES