

Artificer
Level

Level
Bonus

+

Artificer
Level + 2 =

Caster

Level

INFUSIONS

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

CRAFT RESERVE

pts

Point are completely replenished each level;
unspent points are lost.

ARTIFICER KNOWLEDGE

Artificer
Level

$$\boxed{} = \text{INT} +$$

WANDS

CHARGES		#	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

KNOWN INFUSIONS

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

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

Enhancement Alteration
Light
Magic Weapon
Shield of Faith

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

Armour Enhancement, Greater
Magic Weapon, Greater
Repair Serious Damage

Construct Energy Ward
Metamagic Item
Stone Construct

Inflict Serious Damage
Power Surge
Suppress Requirement

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

Globe of Invulnerability, Lesser Inflict Critical Damage	
Iron Construct	Minor Creation
Rusting Grasp	Shield of Faith, Legion's

Disrupting Weapon Wall of Force



Fabricate
Wall of Stone

Major Creation

Blade Barrier
Hardening
Wall of Iron

Disable Construct
Move Earth
Weapon Augmentation, Greater

SCROLLS

POTIONS

[illegible]