ARTIFICER Artificer Level	`		KNOWN INFUSIONS	,
Level + Artificer + 2 = Caster Level INFUSIONS	1	Identify Magic Stone Repair Light Damage	Inflict Light Damage Magic Vestment Resistance Item	Enhancement Alteration Light Magic Weapon Shield of Faith
Infusion Save DC Level Infusions per day per day Infusions = Base Infusions INT			Spell Storing Item nal	
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 Oraft Reserve points can be spent in place of XP when crafting magic items. Point are completely replenished each level; unspent points are lost.	3	Magic Weapon, Greater Repair Serious Damage Construct Energy Ward, Greater Item Alteration Repair Critical Damage Weapon Augmentation	Construct Energy Ward Metamagic Item Stone Construct Globe of Invulnerability, Lesse Iron Construct Rusting Grasp	Inflict Serious Damage Power Surge Suppress Requirement r 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		Disable Construct Move Earth Weapon Augmentation, Greate	Globe of Invulnerability Total Repair r
H G G G G G G G G G G G G G G G G G G G) x	SCROLLS	7 %	POTIONS
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CHARGES # COOCOOCOOCOOCOOCOOCOOCOOCOOCOOCOOCOOCOO				
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