Bon de Nivel +		ivel de + 2 = Artifice + 2 = USIONS ons _ Base	Nivel de Artifice Nivel de Lanzador Bonus Infusions INT	1	Armour Enhancement, Lesser Identify Magic Stone Repair Light Damage Skill Enhancement Weapon Augmentation, Person	Inflict Light Damage Magic Vestment Resistance Item Spell Storing Item	Enhancement Alteration Ligero Arma Magica Shield of Faith
	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 Sabiduria de Buho Weapon Augmentation, Lesse	Bear's Endurance Chill Metal Heat Metal Repair Moderate Damage
CD Salv Conjuro = 10 + INT + Nivel Conjuro Learning a new infusion requires a Spellcraft check with DC 20 + Spell Level CRAFT RESERVE CRAFT RESERVE POINTS Description of the property of				3	Construct Energy Ward, Greater Item Alteration Repair Critical Damage	Metamagic Item Stone Construct	Inflict Serious Damage Power Surge Suppress Requirement er Inflict Critical Damage Minor Creation Shield of Faith, Legion's
AFTIFICER KIBONUS	NOWLEDGE = INT VAI	Artifice + RITAS	DGE	5 		Fabricate Wall of Stone Disable Construct Move Earth Weapon Augmentation, Great	Major Creation Globe of Invulnerability Total Repair
		CARBORS CARBOR			PERGAMINOS		POCIONES
		CARGAS # 0000					
		CARGAS # COOL					