ARTIFICER

Artificer Level

Level Bonus +

Artificer Level + 2 = Caster Level

INFUSIONS

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

Spell Save DC = 10 + INT + Spell Level

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

Artificer Level

= INT +

WANDS

CHARGES #

CHARGES #

CHARGES #

CHARGES #

CHARGES #

CHARGES #

CHARGES #

CHARGES #

KNOWN INFUSIONS

1

Armor Enhancement, Lesser
Identify
Magic Stone
Repair Light Damage
Skill Enhancement
Weapon Augmentation, Personal
Energy Alteration
Inflict Light Damage
Magic Vestment
Resistance Item
Spell Storing Item
Enhancement Alteration
Light
Magic Weapon
Shield of Faith

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

3

Armor Enhancement, Greater
Magic Weapon, Greater
Repair Serious Damage
Construct Energy Ward
Metamagic Item
Stone Construct
Inflict Serious Damage
Power Surge
Suppress Requirement

4

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

5

Disrupting Weapon
Wall of Force
Fabricate
Wall of Stone
Major Creation

6

Blade Barrier
Hardening
Wall of Iron
Disable Construct
Move Earth
Weapon Augmentation, Greater
Globe of Invulnerability
Total Repair

SCROLLS

POTIONS