ARTIFICER Stufen-bonus + Artificer Level Artificer Level + 2 = Zauber-stufe INFUSIONS Infusion Save DC Stufe Infusions per day Infusions Infusions INT 1	1	Armour Enhancement, Lesser Identify Magic Stone Repair Light Damage	Inflict Light Damage Magic Vestment Resistance Item Spell Storing Item	Enhancement Alteration Leicht Magic Weapon Shield of Faith
2 3 4 5 6	2	Align Weapon Bärenstärke Pracht des Adlers Inflict Moderate Damage Toughen Construct	Armour Enhancement Katzenhafte Anmut Fox's Cunning Owl's Wisdom Weapon Augmentation, Lesser	Ausdauer des Ochsen Metall kühlen Metall erhitzen Repair Moderate Damage
RW gegen Zauber (SG) = 10 + IN + Zaubergrad Learning a new infusion requires a Spellcraft check with DC 20 + Spell Level CRAFT RESERVE 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	Armour Enhancement, Greater 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, Lesser Iron Construct Rusting Grasp	Inflict Serious Damage Power Surge Suppress Requirement Inflict Critical Damage Minor Creation Shield of Faith, Legion's
ARTIFICER KNOWLEDGE ARTIFICER KNOWLEDGE Artificer Level = IN + ZAUBERSTÄBE	5 	Disrupting Weapon Wall of Force Klingenbarriere Hardening Wall of Iron	Fabricate Wall of Stone Disable Construct Move Earth Weapon Augmentation, Greate	Major Creation Globe of Invulnerability Total Repair
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