ARTIFICER Artificer	×	k	KNOWN INFUSIONS	,
Nível + Artificer + 2 Conjurador Nível INFUSIONS Base Bonus	1	Armour Enhancement, Lesser Identify Magic Stone Repair Light Damage Skill Enhancement	Alterar Energia Infligir Dano Leve Magic Vestment Resistance Item Spell Storing Item	Enhancement Alteration Light Magic Weapon Shield of Faith
Infusion Save DC Nível Infusions per day Infusions Infusions 1 2		Weapon Augmentation, Person		
3 4 5 6	2	Align Weapon Força de Touro Eagle's Splendour Infligir Dano Moderado Toughen Construct	Armour Enhancement Cat's Grace Fox's Cunning Sabedoria da Coruja Weapon Augmentation, Lesser	Bear's Endurance Chill Metal Heat Metal Repair Moderate Damage
Teste de Magia CD = 10 + INT + Nível da Magia Learning a new infusion requires a Spellcraft check with DC 20 + Spell Level CRAFT RESERVE CRAFT RESERVE Craft 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 Metamagic Item Stone Construct Globe of Invulnerability, Lessel	Infligir Dano Sério Power Surge Suppress Requirement
	4	Item Alteration Repair Critical Damage	Iron Construct Rusting Grasp	Minor Creation Shield of Faith, Legion's
ARTIFICER KNOWLEDGE				
ARTIFICER KNOWLEDGE Artificer BONUS Level	5	Disrupting Weapon Barreira de Força	Fabricate Barreira de Pedra	Major Creation
= INT +				
VARINHAS SS # 00000000000000000000000000000000	6		Disable Construct Move Earth Weapon Augmentation, Greate	Globe of Invulnerability Reparo Total r
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