Save DC Nivel Infusions = Base + In per day Infusions + In	e	Armour Enhancement, Lesser Identify Magic Stone Repair Light Damage Skill Enhancement	Inflict Light Damage Magic Vestment Resistance Item Spell Storing Item	Enhancement Alteration Ligero Arma Magica Shield of Faith
3 4 5 6	2	Toughen Construct	Armour Enhancement Cat's Grace Fox's Cunning Sabiduria de Buho Weapon Augmentation, Lesser	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 CRAFT RESERVE Oraft Reserve points can be spent in when crafting magic items. Point are completely replenished ea unspent points are lost.		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 Nivel de Artifice = INT + VARITAS		Blade Barrier Hardening Wall of Iron	Fabricate Wall of Stone Disable Construct Move Earth Weapon Augmentation, Greate	Major Creation Globe of Invulnerability Total Repair
CARGAS CARGAS ####################################		PERGAMINOS		POCIONES
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