ARTIFICER Stufenbonus + Artificer Level + 2 = Zauber-stufe INFUSIONS Infusion Save DC Stufe Infusions per day Infusions INT 1	Armour Enhancement, Lesser Energy Alteration Leicht Magic Stone Magic Vestment Magic Weapon Repair Light Damage Resistance Item Shield of Faith Skill Enhancement Spell Storing Item Weapon Augmentation, Personal
2 3 4 5 6	Align Weapon Armour Enhancement Ausdauer des Ochsen Bärenstärke Katzenhafte Anmut Metall kühlen Pracht des Adlers Fox's Cunning Metall erhitzen Inflict Moderate Damage Owl's Wisdom Repair Moderate Damage Toughen Construct Weapon Augmentation, Lesser
RW gegen Zauber (SG) = 10 + IN + Zaubergrad Learning a new infusion requires a Spellcraft check with DC 20 + Spell Level CRAFT RESERVE CRAFT RESERVE Pkt. Craft Reserve points can be spent in place of XP when crafting magic items. Point are completely replenished each level; unspent points are lost.	Armour Enhancement, Greater Construct Energy Ward Inflict Serious Damage Magic Weapon, Greater Metamagic Item Power Surge Repair Serious Damage Stone Construct Suppress Requirement Construct Energy Ward, Greater Globe of Invulnerability, Lesser Inflict Critical Damage Item Alteration Iron Construct Minor Creation Repair Critical Damage Rusting Grasp Shield of Faith, Legion's Weapon Augmentation
ARTIFICER KNOWLEDGE ARTIFICER KNOWLEDGE Artificer Level = IN + ZAUBERSTÄBE	Disrupting Weapon Wall of Stone Klingenbarriere Disable Construct Globe of Invulnerability Hardening Move Earth Total Repair Wall of Iron Weapon Augmentation, Greater
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