ARTIFICE Nivel de Artifice Nivel de Artifice Nivel de Artifice INFUSIONS Infusion Save DC Infusions per day Infusions Per day Infusions Infusions Infusions Infusions Infusions INT 1 2	1	Armour Enhancement, Lesser Identify Magic Stone Repair Light Damage	Inflict Light Damage Magic Vestment Resistance Item Spell Storing Item	Enhancement Alteration Ligero Arma Magica Shield of Faith
3 4 5 6	2	Align Weapon Bull's Strength Eagle's Splendour Inflict Moderate Damage 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 POINTS Pots 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, Greater Item Alteration Repair Critical Damage Weapon Augmentation	Construct Energy Ward Metamagic Item Stone Construct Globe of Invulnerability, Lessel 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 Nivel de Artifice = INT + VARITAS	5	Disrupting Weapon Wall of Force Blade Barrier Hardening	Fabricate Wall of Stone Disable Construct Move Earth	Major Creation Globe of Invulnerability Total Repair
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