ARTIFICER

Artificer Level

Livello bonus +

Artificer Level + 2 = Livello dell'incantatore

INFUSIONS

Infusion Save DC	Livello	Infusions per day	= Base Infusions	+ Bonus Infusions INT
	1			
	2			
	3			
	4			
	5			
	6			

DC del TS = 10 + INT + Liv. Incantesimo

Learning a new infusion requires a Spellcraft check with DC 20 + Spell Level

CRAFT RESERVE

CRAFT RESERVE POINTS

punti

Craft Reserve points can be spent in place of XP when crafting magic items.

Point are completely replenished each level; unspent points are lost.

ARTIFICER KNOWLEDGE

ARTIFICER KNOWLEDGE BONUS

Artificer Level

= SAG +

BACCHETTE

CARICHE #

CARICHE #

CARICHE #

CARICHE #

CARICHE #

CARICHE #

CARICHE #

CARICHE #

KNOWN INFUSIONS

1

Armour Enhancement, Lesser
Identify
Magic Stone
Repair Light Damage
Skill Enhancement
Weapon Augmentation, Personal
Energy Alteration
Inflict Light Damage
Magic Vestment
Resistance Item
Spell Storing Item
Enhancement Alteration
Light
Magic Weapon
Shield of Faith

2

Align Weapon
Bull's Strength
Eagle's Splendour
Inflict Moderate Damage
Toughen Construct
Armour Enhancement
Cat's Grace
Fox's Cunning
Owl's Wisdom
Weapon Augmentation, Lesser
Bear's Endurance
Chill Metal
Heat Metal
Repair Moderate Damage

3

Armour Enhancement, Greater
Magic Weapon, Greater
Repair Serious Damage
Construct Energy Ward
Metamagic Item
Stone Construct
Inflict Serious Damage
Power Surge
Suppress Requirement

4

Construct Energy Ward, Greater
Item Alteration
Repair Critical Damage
Weapon Augmentation
Globe of Invulnerability, Lesser
Iron Construct
Rusting Grasp
Inflict Critical Damage
Minor Creation
Shield of Faith, Legion's

5

Disrupting Weapon
Wall of Force
Fabricate
Wall of Stone
Major Creation

6

Blade Barrier
Hardening
Wall of Iron
Disable Construct
Move Earth
Weapon Augmentation, Greater
Globe of Invulnerability
Total Repair

PERGAMENE

POZIONI