

ARTIFICER

Level Bonus

+

Artificer Level

+ 2 =

Caster Level

Caster
LevelCaster
Level

INFUSIONS

Spell Save DC = 10 + INT + Spell Level
Learning a new infusion requires a Spellcraft check with DC 20 + Spell Level

CRAFT RESERVE

CRAFT RESERVE POINTS

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

$$\boxed{} = \text{WIS} + \underline{\hspace{1cm}}$$

WANDS

CHARGES

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CHARGES # ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐

[illegible]

KNOWN INFUSIONS

Spell Storing Item

Owl's Widsom
Weapon Augmentation, Lesser

Repair Moderate Damage

SCROLLS

POTIONS
