ARTIFICER Artificer		K	NOWN INFUSIONS	*
Level Artificer + 2 = Caster Level INFUSIONS Infusion Level Infusions Base Infusions Infusio		Magic Stone Repair Light Damage	Inflict Light Damage Magic Vestment Resistance Item Spell Storing Item	Enhancement Alteration Light Magic Weapon Shield of Faith
1 000		Align Weapon	Armour Enhancement	Bear's Endurance
3 4 5 6	2	Bull's Strength Eagle's Splendour Inflict Moderate Damage	Cat's Grace Fox's Cunning Owl's Widsom Weapon Augmentation, Less	Chill Metal Heat Metal Repair Moderate Damage
Spell Save DC = 10 + INT + Spell Level Learning a new infusion requires a Spellcraft check with DC 20 + Spell Level CRAFT RESERVE CRAFT RESERVE Oraft Reserve points can be spent in place of XP when crafting magic items. Point are completely replenished each level; unspent points are lost.	e of XP	Armour Enhancement, Greater Magic Weapon, Greater Repair Serious Damage	Construct Energy Ward Metamagic Item Stone Construct	Inflict Serious Damage Power Surge Suppress Requirement
	4	Repair Critical Damage	Globe of Invulnerability, Less Iron Construct Rusting Grasp	sedInflict Critical Damage Minor Creation Shield of Faith, Legion's
ARTIFICER KNOWLEDGE				
ARTIFICER KNOWLEDGE BONUS Artificer Level = WIS +	5	Disrupting Weapon Wall of Force	Fabricate Wall of Stone	Major Creation
WANDS		Blade Barrier	Disable Construct	Globe of Invulnerability
CHARGES		Hardening	Move Earth Weapon Augmentation, Grea	Total Repair
CHARGES # CHARGES		SCROLLS		POTIONS
C H R R G E S				
CHARGES # 00000				
CHARGES # COLOR				
CHARGES # 000000				
CHARGES # COLORDO				
CHARGES # # 00000				
# WARE ES				