ARTIFICER Artificer Level	` .		NOWN INFUSIONS	,
Level + Artificer + 2 = Caster Level INFUSIONS	1	Identify Magic Stone Repair Light Damage	Inflict Light Damage Magic Vestment Resistance Item	Enhancement Alteration Light Magic Weapon Shield of Faith
Infusion Save DC  Level Infusions = Base Infusions INT  1			Spell Storing Item	
2 0000 3 0000 4 0000 5 000	2	Align Weapon Bull's Strength Eagle's Splendour Inflict Moderate Damage Toughen Construct	Armour Enhancement Cat's Grace Fox's Cunning Owl's Widsom Weapon Augmentation, Lesser	Bear's Endurance 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.	3	Magic Weapon, Greater Repair Serious Damage	Construct Energy Ward Metamagic Item Stone Construct  Globe of Invulnerability, Lesse	Inflict Serious Damage Power Surge Suppress Requirement
	4	Item Alteration Repair Critical Damage Weapon Augmentation	Iron Construct Rusting Grasp	Minor Creation Shield of Faith, Legion's
ARTIFICER KNOWLEDGE				
ARTIFICER KNOWLEDGE Artificer BONUS Level	5	Disrupting Weapon Wall of Force	Fabricate Wall of Stone	Major Creation
= WIS +				
WANDS	6	Blade Barrier Hardening Wall of Iron	Disable Construct Move Earth Weapon Augmentation, Greate	Globe of Invulnerability Total Repair r
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