Level Honus  Infusion Save DC	per day = Infu	Artificer Level  2 = Zauber- stufe  Bonus Infusions INT	1	Armour Enhancement, Lesser Identify Magic Stone Repair Light Damage Skill Enhancement	Inflict Light Damage Magic Vestment Resistance Item Spell Storing Item	Enhancement Alteration Light Magic Weapon Shield of Faith
	1 2 3 4 5 6 6		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
Spell Save DC = 10 + INT + Spell Level  Learning a new infusion requires a Spellcraft check with DC 20 + Spell Level  CRAFT RESERVE  CRAFT RESERVE  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	Item Alteration Repair Critical Damage	Construct Energy Ward Metamagic Item Stone Construct  Globe of Invulnerability, Lesse 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 Artificer Level  = WE +  ZAUBERSTÄBE		5 		Fabricate Wall of Stone  Disable Construct Move Earth Weapon Augmentation, Greate	Major Creation  Globe of Invulnerability  Total Repair	
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