ARTIFICER  Level Level	1	Armour Enhancement, Lesser Identify Magic Stone Repair Light Damage	Inflict Light Damage Magic Vestment Resistance Item Spell Storing Item	Enhancement Alteration Light Magic Weapon Shield of Faith
2 3 4 5 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, Lesse	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	Armour Enhancement, Greater Magic Weapon, Greater Repair Serious Damage  Construct Energy Ward, Greater Item Alteration Repair Critical Damage Weapon Augmentation	Construct Energy Ward Metamagic Item Stone Construct  Globe of Invulnerability, Lesse Iron Construct Rusting Grasp	Inflict Serious Damage Power Surge Suppress Requirement  r Inflict Critical Damage Minor Creation Shield of Faith, Legion's
ARTIFICER KNOWLEDGE  ARTIFICER KNOWLEDGE Artificer Level  = WIS +  WANDS	5	Disrupting Weapon Wall of Force  Blade Barrier Hardening Wall of Iron	Fabricate Wall of Stone  Disable Construct Move Earth Weapon Augmentation, Greate	Major Creation  Globe of Invulnerability Total Repair
CHARGES  CHARGES  CHARGES		SCROLLS		POTIONS
# CHARGES  CHARGES  ## COO COO COO COO COO COO COO COO COO C				
CHARGES  CHA				
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