ARTIFICER Artificer Level Artificer Level INFUSIONS Infusion Save DC Livello Infusions per day Infusions Infusions Per day Infusions Infusions INT Infusions INT	Armour Enhancement, Lesser Energy Alteration Enhancement Alteration Identify Inflict Light Damage Light Magic Stone Magic Vestment Magic Weapon Repair Light Damage Resistance Item Shield of Faith Skill Enhancement Spell Storing Item Weapon Augmentation, Personal
1 2 3 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Align Weapon Armour Enhancement Bear's Endurance Bull's Strength Cat's Grace Chill Metal Eagle's Splendour Fox's Cunning Heat Metal Inflict Moderate Damage Owl's Wisdom Repair Moderate Damage Toughen Construct Weapon Augmentation, Lesser
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.	Armour Enhancement, Greater Construct Energy Ward Inflict Serious Damage Power Surge Repair Serious Damage Stone Construct Suppress Requirement Construct Energy Ward, Greater Item Alteration Iron Construct Minor Creation Repair Critical Damage Rusting Grasp Shield of Faith, Legion's Weapon Augmentation
ARTIFICER KNOWLEDGE ARTIFICER KNOWLEDGE BONUS Artificer Level SAG + BACCHETTE	Disrupting Weapon Fabricate Major Creation Wall of Force Wall of Stone Blade Barrier Disable Construct Globe of Invulnerability Hardening Move Earth Total Repair Wall of Iron Weapon Augmentation, Greater
CARICHE CARICH	PERGAMENE POZIONI
CARIOLE CARROLE CARROL	
# # CARICHE CARICHE # # # # # # # # # # # # # # # # # # #	
# 000 000 000 # 00000000000000000000000	