

Artificer  
Level

Level  
Bonus

+

Artificer + 2 =

+

Caster  
Level

## INFUSIONS

Learning a new infusion requires a Spellcraft check with DC 20 + Spell Level

CRAFT RESERVE

pts	<p>Craft Reserve points can be spent in place of XP when crafting magic items.</p> <p>Point are completely replenished each level; unspent points are lost.</p>
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## ARTIFICER KNOWLEDGE BONUS

Artificer  
Level

WIS

+

## WANDS

[illegible]

## KNOWN INFUSIONS

**1**

Armour Enhancement, Lesser  
Identify  
Magic Stone  
Repair Light Damage  
Skill Enhancement  
Weapon Augmentation, Person

- Energy Alteration
- Inflict Light Damage
- Magic Vestment
- Resistance Item
- Spell Storing Item

Enhancement Alteration  
Light  
Magic Weapon  
Shield of Faith

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

3

Armour Enhancement, Greater  
Magic Weapon, Greater  
Repair Serious Damage

Construct Energy Ward  
Metamagic Item  
Stone Construct

Inflict Serious Damage  
Power Surge  
Suppress Requirement

4

Construct Energy Ward, Greater  
Item Alteration  
Repair Critical Damage  
Weapon Augmentation

Globe of Invulnerability, Lesser Inflict Critical Damage	
Iron Construct	Minor Creation
Rusting Grasp	Shield of Faith, Legion's

5

## Disrupting Weapon Wall of Force


Fabricate  
Wall of Stone

Major Creation

6

Blade Barrier  
Hardening  
Wall of Iron


Disable Construct  
Move Earth  
Weapon Augmentation, Greater

## SCROLLS

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## POTIONS

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