Stufen Bonus  Infusion Save DC  Stuf	Artificer Level + 2  INFUSIONS  fe Infusions per day = Bas per day	se + 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			2		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	Armour Enhancement, Greater Magic Weapon, Greater Repair Serious Damage  Construct Energy Ward, Greater Item Alteration Repair Critical Damage Weapon Augmentation		Inflict Serious Damage Power Surge Suppress Requirement
ARTIFICER KNOWLEDGE  ARTIFICER KNOWLEDGE Artificer Level  = WE +  ZAUBERSTÄBE		5	Blade Barrier Hardening Wall of Iron	Fabricate Wall of Stone  Disable Construct Move Earth Weapon Augmentation, Greate	Major Creation  Globe of Invulnerability Total Repair	
	TYPOTINGEN			SCHRIFTROLLEN		TRÄNKE
	TYDONNOEN					