ARTIFICER Artificer	7.	F	NOWN INFUSIONS	,
Level Artificer + 2 = Caster Level + 2 = Caster Level Level INFUSIONS Bonus Infusion Level Infusions Base Infusions Infusion Level Infusions Infusions Infusion Level Infusions Infusions Infusion Level Infusions Infusions Infusion Level Infusions Infusions Infusion Infusions Infusio	1	Armor Enhancement, Lesser Identify Magic Stone Repair Light Damage Skill Enhancement	Energy Alteration Inflict Light Damage Magic Vestment Resistance Item Spell Storing Item	Enhancement Alteration Light Magic Weapon Shield of Faith
Save DC Level infusions = Base + Infusions INT 1 2			nal	
3 4 5 6	2	Align Weapon Bull's Strength Eagle's Splendor Inflict Moderate Damage Toughen Construct	Armor 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	Construct Energy Ward, Greater Item Alteration Repair Critical Damage Weapon Augmentation	Construct Energy Ward Metamagic Item Stone Construct Globe of Invulnerability, Lessel Iron Construct Rusting Grasp	Inflict Serious Damage Power Surge Suppress Requirement Inflict Critical Damage Minor Creation Shield of Faith, Legion's
ARTIFICER KNOWLEDGE		Disrupting Weapon	Fabricate	Major Creation
ARTIFICER KNOWLEDGE Artificer BONUS Level = W/IS +	5	Wall of Force	Wall of Stone	Major Greation
WANDS	6	Blade Barrier Hardening Wall of Iron	Disable Construct Move Earth Weapon Augmentation, Greate	Globe of Invulnerability Total Repair
CHARGES # COO OOO OOO OOO OOO OOO OOO OOO OOO O	\ <u>\</u>	SCROLLS		POTIONS
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