

Artificer
Level

+

Artificer + 2 =

+

1

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

$$\square = \text{WIS} +$$

WANDS

[illegible]

KNOWN INFUSIONS

6	Blade Barrier	Disable Construct	Globe of Invulnerability
	Hardening	Move Earth	Total Repair
	Wall of Iron	Weapon Augmentation, Greater	

SCROLLS

POTIONS

[illegible]