

Artificer
Level

Level
Bonus

+

Artificer
Level

+

2.

Уровень
пинателя

3a)

тинателя

INFUSIONS

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

CRAFT RESERVE

CRAFT RESERVE POINTS

Craft Reserve points can be spent in place of XP when crafting magic items.

Point are completely replenished each level;
unspent points are lost.

ARTIFICER KNOWLEDGE

Artificer
Level

WIS

+

WANDS

ЗАРЯДОВ #    

KNOWN INFUSIONS

Enhancement Alteration
Light
Magic Weapon
Shield of Faith

Bear's Endurance
Chill Metal
Heat Metal
Repair Moderate Damage

Inflict Serious Damage
Power Surge
Suppress Requirement

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

Major Creation

Disable Construct
Move Earth
Weapon Augmentation, Greater

СВИТКИ

ЗЕЛЯ

[illegible]