

Artificer
Level

Bon
Nivel

+

Artificer
Level

+

Nivel de Lanzador

Ni

Lanzador

INFUSIONS

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

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.

ARTIFICER KNOWLEDGE

Artificer
Level

SAB +

VARITAS

[illegible]

KNOWN INFUSIONS

Enhancement Alteration
Ligero
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

Globe of Invulnerability
Total Repair

PERGAMINOS

POCIONES

[illegible]