ARTIFICER Artificer Level	*		KNOWN INFUSIONS	,
Bon Nivel + Artificer + 2 = Nivel de Level + 2 = Nivel de INFUSIONS	1	Identify Magic Stone Repair Light Damage	Energy Alteration Inflict Light Damage Magic Vestment Resistance Item Spell Storing Item	Enhancement Alteration Ligero Magic Weapon Shield of Faith
Infusion Save DC Nivel Infusions per day Infusions Base Infusions INT 1 2				
3 4 5 6	2	Align Weapon Bull's Strength Eagle's Splendour Inflict Moderate Damage Toughen Construct	Armour Enhancement Cat's Grace Fox's Cunning Owl's Wisdom Weapon Augmentation, Lesser	Bear's Endurance Chill Metal Heat Metal Repair Moderate Damage
CD Salv Conjuro = 10 + INT + Nivel Conjuro Learning a new infusion requires a Spellcraft check with DC 20 + Spell Level CRAFT RESERVE CRAFT RESERVE Oraft Reserve points can be spent in place of XP when crafting magic items. Point are completely replenished each level; unspent points are lost.	3	Magic Weapon, Greater Repair Serious Damage	Construct Energy Ward Metamagic Item Stone Construct Globe of Invulnerability, Lesse Iron Construct	Inflict Serious Damage Power Surge Suppress Requirement r Inflict Critical Damage Minor Creation
	4	Repair Critical Damage Weapon Augmentation	Rusting Grasp	Shield of Faith, Legion's
ARTIFICER KNOWLEDGE ARTIFICER KNOWLEDGE BONUS Artificer Level SAB +	5	Disrupting Weapon Wall of Force	Fabricate Wall of Stone	Major Creation
VARITAS **g # 0000000000000000000000000000000000	6	Blade Barrier Hardening Wall of Iron	Disable Construct Move Earth Weapon Augmentation, Greate	Globe of Invulnerability Total Repair r
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