| ARTIFICER Level + Artificer Level INFUSIONS | 1 | Armour Enhancement, Lesser Identify Magic Stone Repair Light Damage Skill Enhancement Weapon Augmentation, Person | Inflict Light Magic Vestm Resistance I Spell Storing | ation Damage Jent tem | Enhancement Alteration Light Magic Weapon Shield of Faith |
|--|-------------------|---|---|--|---|
| 1 0000 | | Align Woonen | Armour Enha | | Doorlo Endurance |
| 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 |
| Spell Save DC = 10 + INT + Spell Level 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 | Armour Enhancement, Greater Magic Weapon, Greater Repair Serious Damage | Construct Energy Ward Metamagic Item Stone Construct | | Inflict Serious Damage Power Surge Suppress Requirement |
| | 4 | Construct Energy Ward, Greater Globe of Invulnerability, Lesse Item Alteration Iron Construct Repair Critical Damage Rusting Grasp Weapon Augmentation | | Inflict Critical Damage Minor Creation Shield of Faith, Legion's | |
| ARTIFICER KNOWLEDGE ARTIFICER KNOWLEDGE Artificer | Disrupting Weapon | | | | Major Creation |
| BONUS Level = WIS + | 5 | Wall of Force | Wall of Stone | | |
| WANDS ** | 6 | Blade Barrier Hardening Wall of Iron | Disable Cons Move Earth Weapon Aug | struct mentation, Greater | Globe of Invulnerability Total Repair |
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