

Artificer  
Level

+

+

Cas

## 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

NT

## WANDS

## CHARGES

HARG

## CHARGES

## CHARGE

## CHARGES

HARC

## CHARGES

HARC

## CHARGES

## KNOWN INFUSIONS

123456

## SCROLLS

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## POTIONS

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