

Player Name

Warforged artificer

12

Artificer

Clockwork Engineer

32,000

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Warforged

Medium

Race Size Age Gender

Height Weight Alignment Deity

Adventuring Company

RPGA Number

## INITIATIVE

SCORE	DEX	1/2 LVL	MISC
6	Initiative	6	

CONDITIONAL MODIFIERS

## DEFENSES

SCORE	DEFENSE	10 + ARMOR/ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
27	AC	16	8			3		

CONDITIONAL BONUSES

## MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

## ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	6
14	CON Constitution	2	8
11	DEX Dexterity	0	6
22	INT Intelligence	6	12
18	WIS Wisdom	4	10
12	CHA Charisma	1	7

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
23	FORT	16	2	1	2	2		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
27	REF	16	6		2	2	1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
27	WILL	16	4	1	2	2	1	1

CONDITIONAL BONUSES

## SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
20	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
25	Passive Perception	10	+

SPECIAL SENSES

## ATTACK WORKSPACE

ABILITY: Ranged Basic Attack - Armbow Crossbow + 3

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 13	6	0		2	2	3	

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	6	0			1		

## HIT POINTS

MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
81	40	20	8

CURRENT HIT POINTS

CURRENT SURGE USES

## SECOND WIND 1/ENCOUNTER

USED 

TEMPORARY HIT POINTS

## DEATH SAVING THROW FAILURES

SAVING THROW MODS +2 Racial bonus against ongoing damage

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

## ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

## RACE FEATURES

**Living Construct** - No need to eat, drink, breathe, or sleep**Warforged Resolve** - Use warforged resolve as an

encounter power

**Warforged Mind** - +1 to Will defense**Warforged Resilience** - +2 racial bonus to saving throws

against ongoing damage

**Unsleeping Watcher** - 4 hours of inactivity counts as an

extended rest

## DAMAGE WORKSPACE

ABILITY: Ranged Basic Attack - Armbow Crossbow + 3

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+5	0		3	2	

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

## BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
13	vs AC	Armbow Crossbow + 3	1d8+5
7	vs AC	Unarmed (Melee)	1d4
6	vs AC	Unarmed (Range)	1d4
	vs		

## SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
6	Acrobatics	DEX	6	0	n/a	0
17	Arcana	INT	12	5	n/a	0
6	Athletics	STR	6	0	n/a	0
7	Bluff	CHA	7	0	n/a	0
7	Diplomacy	CHA	7	0	n/a	0
15	Dungeoneering	WIS	10	5	n/a	0
12	Endurance	CON	8	0	n/a	4
18	Heal	WIS	10	5	n/a	3
17	History	INT	12	5	n/a	0
10	Insight	WIS	10	0	n/a	0
9	Intimidate	CHA	7	0	n/a	2
10	Nature	WIS	10	0	n/a	0
15	Perception	WIS	10	5	n/a	0
12	Religion	INT	12	0	n/a	0
6	Stealth	DEX	6	0	n/a	0
7	Streetwise	CHA	7	0	n/a	0
6	Thievery	DEX	6	0	n/a	0

## CLASS / PATH / DESTINY FEATURES

**Arcane Empowerment** - Empower magic items once per day**Impart Energy** - Recharge a daily magic item. An item c**Augment Energy** - A weapon gains a +2 bonus as a fre**Arcane Rejuvenation** - When an ally uses a daily magic item**Healing Infusion** - Access related powers 2/encounter (3/er**Ritual Casting** - Gain Ritual Caster as a bonus feat.**Durable Artifice****Clockwork Coordinated Action****Versatile Expertise (Crossbow)** - +1 to attack rolls with C**Versatile Expertise (Unarmed)** - +1 to attack rolls with Ur**Armor of Resistance +3 (Fire)** - Gain resist Fire 10.

## LANGUAGES KNOWN

Common



CHARACTER NAME  
**Warforged artificer**

PLAYER NAME

RACE Warforged CLASS Artificer LEVEL 12

SCORE	ABILITY	MOD
HP	STR	+0
81	10	
AC	CON	+2
27	14	
Spd	DEX	+0
6	11	
Fort	INT	+6
23	22	
Ref	WIS	+4
27	18	
Will	CHA	+1
27	12	

20 Passive Insight 25 Passive Perception

Skills

6	Acrobatics	DEX
17	Arcana	INT (Trained)
6	Athletics	STR
7	Bluff	CHA
7	Diplomacy	CHA
15	Dungeoneering	WIS (Trained)
12	Endurance	CON
18	Heal	WIS (Trained)
17	History	INT (Trained)
10	Insight	WIS
9	Intimidate	CHA
10	Nature	WIS
15	Perception	WIS (Trained)
12	Religion	INT
6	Stealth	DEX
7	Streetwise	CHA
6	Thievery	DEX

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS

**Clockwork Coordinated Action:** When you spend an action point to take an extra action, you also gain two minor actions, which you can use only to command your summoned creatures.



**Effect:** Gain a standard action this turn.  
**Special:** You are reset to one action point when you take an extended rest. You gain an action point each milestone.

PLAY DATA DUNGEONS & DRAGONS

Second Wind

KEYWORDS

Standard  Personal  ACTION  RANGE

AT-WILL  ENCOUNTER  DAILY

Effect: You spend a healing surge and regain 20 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

PLAY DATA DUNGEONS & DRAGONS

Bull Rush Attack

KEYWORDS

Standard \*  Melee 1 ACTION  RANGE

7 vs Fort One creature

ATTACK	DEFENSE	TARGET

**Attack:** Strength vs. Fortitude  
**Hit:** You can push the target 1 square and then shift 1 square into the space it left.

Unarmed: +7 attack

ADDITIONAL EFFECTS

CLASS LEVEL \* BOOK PH

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Grab Attack

KEYWORDS

Standard \*  Melee touch ACTION  RANGE

7 vs Reflex One creature that is no more than

ATTACK	DEFENSE	TARGET

**Requirement:** You must have a hand free.  
**Attack:** Strength vs. Reflex  
**Hit:** You grab the target until the end of your next turn. You can end the grab as a free action.  
**Sustain Minor:** The grab persists until the end of your next turn.

Unarmed: +7 attack

ADDITIONAL EFFECTS

CLASS LEVEL \* BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Opportunity Attack

KEYWORDS

Opportunity \*  Melee 1 ACTION  RANGE

vs The triggering enemy

ATTACK	DEFENSE	TARGET

**Trigger:** An enemy that you can see either leaves a square adjacent to you or uses a ranged or an area power while adjacent to you.  
**Effect:** You make a melee basic attack against the target.

ADDITIONAL EFFECTS

CLASS LEVEL \* BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Magic Weapon

KEYWORDS Arcane, Weapon

Standard \*  Melee or Ranged weapon ACTION  RANGE

20 vs AC One creature

ATTACK	DEFENSE	TARGET

**Attack:** Intelligence +1 vs. AC  
**Hit:** 1[W] + Intelligence modifier (+6) damage, and each ally adjacent to you gains a +1 power bonus to attack rolls and a power bonus to damage rolls equal to your Constitution modifier (+2) or your Wisdom modifier (+4) until the end of your next turn.  
Level 21: 2[W] + Intelligence modifier (+6) damage, and a +2 power bonus to attack rolls.

Armbow Crossbow +3: +20 attack, 1d8+11 damage

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 1 BOOK EPG

AT-WILL POWER DUNGEONS & DRAGONS

Static Shock

KEYWORDS Arcane, Implement, Lightning

Standard \*  Melee 5 ACTION  RANGE

16 vs Reflex One creature

ATTACK	DEFENSE	TARGET

**Attack:** Intelligence vs. Reflex  
**Hit:** 1d8 + Intelligence modifier (+6) lightning damage. The next attack the target makes before the end of your next turn takes a penalty to the damage roll equal your Constitution modifier (+2).  
Level 21: 2d8 + Intelligence modifier (+6) lightning damage.

Armbow Crossbow +3: +16 attack, 1d8+11 damage

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 1 BOOK EPG

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

### Quick Formation

KEYWORDS		Martial, Weapon	USED
Standard	* ↓ * ↗	Melee or Ranged weapon	
<b>ACTION</b>	↶ ↷	<b>RANGE</b>	
19	vs	AC	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Primary ability vs. AC  
**Hit:** 1[W] + Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma modifier damage, and either you shift 4 squares, or each ally within 5 squares of you can shift 2 squares as a free action.  
 Level 11: 2[W] + Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma modifier damage.  
 Level 21: 3[W] + Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma modifier damage.

Armbow Crossbow +3: +19 attack, 2d8+11 damage

ADDITIONAL EFFECTS

CLASS	LEVEL	BOOK	DSCS
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ENCOUNTER POWER

### Healing Infusion: Curative Admixture

KEYWORDS		Arcane, Healing	USED
Minor	↓ ↗	Close burst 5 (10 at 11th level, 15	
<b>ACTION</b>	5 ↶ ↷	<b>RANGE</b>	
	vs		You or one ally in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Effect:** The target regains hit points equal to its healing surge value + your Wisdom modifier (+4), and you expend an infusion crafted with your Healing Infusion class feature.  
 Level 6: Healing surge value + your Wisdom modifier (+4) + 2.  
 Level 11: Healing surge value + your Wisdom modifier (+4) + 4.  
 Level 16: Healing surge value + your Wisdom modifier (+4) + 6.  
 Level 21: Healing surge value + your Wisdom modifier (+4) + 8.  
 Level 26: Healing surge value + your Wisdom modifier (+4) + 10.  
**Special:** You can use two Healing Infusion powers per encounter, but only one per round. At 16th level, you can use three Healing Infusion powers per encounter, but only one per round.  
**Bolstering Admixture:** When you use curative admixture, the target can make a saving throw to end one ongoing effect that a save can end.

Unarmed: +6 attack regain an additional 4 hit points.

ADDITIONAL EFFECTS

CLASS	LEVEL	BOOK	EPG
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ENCOUNTER POWER

### Healing Infusion: Resistive Formula

KEYWORDS		Arcane	USED
Minor	↓ ↗	Close burst 5 (10 at 11th level, 15	
<b>ACTION</b>	5 ↶ ↷	<b>RANGE</b>	
	vs		You or one ally in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Effect:** The target gains a +1 power bonus to AC until the end of the encounter, and you expend an infusion crafted with your Healing Infusion class feature. The target can end the bonus as a free action to gain temporary hit points equal to its healing surge value + your Constitution modifier (+2).  
 Level 11: Temporary hit points equal to the target's healing surge value + twice your Constitution modifier (+2).  
 Level 21: Temporary hit points equal to the target's healing surge value + three times your Constitution modifier (+2).  
**Special:** You can use two Healing Infusion powers per encounter, but only one per round. At 16th level, you can use three Healing Infusion powers per encounter, but only one per round.

ADDITIONAL EFFECTS

CLASS	LEVEL	BOOK	EPG
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ENCOUNTER POWER

### Spike Wire

KEYWORDS		Arcane, Force, Implement	USED
Standard	↓ 10 ↗	Ranged 10	
<b>ACTION</b>	↶ ↷	<b>RANGE</b>	
16	vs	Fort	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Intelligence vs. Fortitude  
**Hit:** 1d8 + Intelligence modifier (+6) force damage. Until the end of your next turn, any attack deals extra damage to the target equal to your Wisdom modifier (+4).

Armbow Crossbow +3: +16 attack, 1d8+11 damage

ADDITIONAL EFFECTS

CLASS	LEVEL	BOOK	EPG
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ENCOUNTER POWER

### Delaying Strike

KEYWORDS		Martial, Weapon	USED
Standard	* ↓ * ↗	Melee or Ranged weapon	
<b>ACTION</b>	↶ ↷	<b>RANGE</b>	
19	vs	AC	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Primary ability vs. AC  
**Hit:** 2[W] + Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma modifier damage, and the target is slowed until the end of your next turn.  
**Effect:** Either you shift your speed, or each ally within 2 squares of you can shift one-half his or her speed as a free action.  
**Hit:** As above, but 3[W] + Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma modifier damage.  
**Hit:** As above, but 4[W] + Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma modifier damage.  
**Prerequisite:** Dune Trader

Armbow Crossbow +3: +19 attack, 2d8+11 damage

ADDITIONAL EFFECTS

CLASS	LEVEL	BOOK	DSCS
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ENCOUNTER POWER

### Runic Resistance

KEYWORDS		Arcane, Implement ; Varies	USED
Standard	↓ 10 ↗	Area burst 1 within 10 squares	
<b>ACTION</b>	↶ 1 ↷	<b>RANGE</b>	
16	vs	Reflex	Each enemy in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Intelligence vs. Reflex  
**Hit:** 2d6 + Intelligence modifier (+6) damage. Choose a damage type: acid, cold, fire, or lightning. The attack deals damage of that type to each target.  
**Effect:** Choose a damage type: acid, cold, fire, or lightning. Each ally in the burst gains resistance equal to 5 + your Wisdom modifier (+4) to that type until the end of your next turn.

Armbow Crossbow +3: +16 attack, 2d6+11 damage

ADDITIONAL EFFECTS

CLASS	LEVEL	BOOK	EPG
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ENCOUNTER POWER

### Clockwork Soldiers

KEYWORDS		Arcane, Implement, Zone	USED
Standard	↓ 10 ↗	Area burst 2 within 10 squares	
<b>ACTION</b>	↶ 2 ↷	<b>RANGE</b>	
	vs		
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Effect:** The burst creates a zone of miniature clockwork soldiers. The zone lasts until the end of your next turn. The zone is difficult terrain, and any enemy that starts its turn within the zone is subject to an attack.  
**Attack:** Intelligence vs. Reflex  
**Hit:** 1d8 + Intelligence modifier (+6), and the target is slowed until the end of its next turn.

ADDITIONAL EFFECTS

CLASS	LEVEL	BOOK	EPG
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ENCOUNTER POWER

### Obedient Servant

KEYWORDS		Arcane, Implement, Summoning	USED
Minor	↓ 5 ↗	Ranged 5	
<b>ACTION</b>	↶ ↷	<b>RANGE</b>	
	vs		
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Effect:** You create a Medium obedient servant in an unoccupied square within range. The servant has speed 6. Any marked enemy that starts its turn adjacent to the servant takes damage equal to your Wisdom modifier (+4). You can give the obedient servant the following special commands.  
**Standard action:** Melee 1 or Ranged 5; targets one creature; Intelligence + 2 vs. AC; 1d10 + Intelligence modifier (+6) damage.  
**Opportunity Attack:** Melee 1; targets one creature; Intelligence + 2 vs. AC; 1d10 + Intelligence modifier (+6) damage, and the target is marked until the end of your next turn.

ADDITIONAL EFFECTS

CLASS	LEVEL	BOOK	EPG
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DAILY POWER

### Flameheart Defender

KEYWORDS		Arcane, Fire, Implement, Summoning	USED
Standard	↓ 5 ↗	Ranged 5	
<b>ACTION</b>	↶ ↷	<b>RANGE</b>	
	vs		
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Effect:** You create a Small flameheart defender in an unoccupied square within range. The flameheart defender has speed 6. Any enemy adjacent to the flameheart defender at the start of your turn is marked by it. You can give the flameheart defender the following special commands.  
**Standard Action:** Melee 1 or Ranged 5; targets one creature; Intelligence + 2 vs. AC; 2d6 + Intelligence modifier (+6) fire damage.  
**Opportunity Attack:** Melee 1; targets one creature; Intelligence + 2 vs. AC; 2d6 + Intelligence modifier (+6) fire damage.  
**No Action:** When the flameheart defender drops to 0 hit points, it must make the following attack: Close burst 2; targets each creature in burst; Intelligence vs. Reflex; 1d8 + Wisdom modifier (+4) fire damage.

ADDITIONAL EFFECTS

CLASS	LEVEL	BOOK	EPG
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DAILY POWER

### Lightning Motes

KEYWORDS	Arcane, Implement, Lightning			USED
Standard		Close burst 3		
<b>ACTION</b>	3	<b>RANGE</b>		
<b>16</b>	vs	<b>Reflex</b>	Each enemy in burst	
<b>ATTACK</b>		<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Intelligence vs. Reflex  
**Hit:** 2d6 + Intelligence modifier (+6) lightning damage, and the target is dazed (save ends).  
**Each Failed Saving Throw:** The target takes 5 lightning damage.  
**Aftereffect:** The target takes ongoing 5 lightning damage (save ends).  
**Miss:** Half damage, and ongoing 5 lightning damage (save ends).

Armbow Crossbow +3: +16 attack, 2d6+11 damage

ADDITIONAL EFFECTS

CLASS	Artificer	LEVEL	9	BOOK	EPG
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**DAILY POWER**

### Warforged Resolve

KEYWORDS	Healing			USED
Minor		Personal		
<b>ACTION</b>		<b>RANGE</b>		
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY		

**Effect:** You gain a number of temporary hit points equal to 3 + one-half your level and can make a saving throw against one effect on you that deals ongoing damage. If you are bloodied, you also regain hit points equal to 3 + one-half your level.

Unarmed: +6 attack

ADDITIONAL EFFECTS

CLASS	Warforged	LEVEL		BOOK	EPG
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**UTILITY POWER**

### Swift Mender

KEYWORDS	Arcane			USED
Minor		Ranged 5		
<b>ACTION</b>		<b>RANGE</b>		
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY		

**Target:** You or one ally  
**Effect:** The target makes a saving throw.

ADDITIONAL EFFECTS

CLASS	Artificer	LEVEL	2	BOOK	EPG
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**UTILITY POWER**

### Healing Reserve

KEYWORDS	Arcane, Healing			USED
Free		Ranged 10		
<b>ACTION</b>		<b>RANGE</b>		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY		

**Trigger:** An ally within 10 squares of you spends a healing surge to regain hit points.  
**Target:** The triggering ally  
**Effect:** The target does not expend the healing surge but still gains its benefit. The target regains additional hit points equal to your Wisdom modifier (+4).

Unarmed: +6 attack  
regain an additional 4 hit points.

ADDITIONAL EFFECTS

CLASS	Artificer	LEVEL	6	BOOK	EPG
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**UTILITY POWER**

### Healing Figurine

KEYWORDS	Arcane, Healing, Summoning			USED
Standard		Ranged 5		
<b>ACTION</b>		<b>RANGE</b>		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY		

**Effect:** You create a Small healing figurine in an unoccupied square within range. The healing figurine has speed 5. It has a +2 bonus to AC and to Fortitude. Any ally who spends a healing surge while adjacent to the figurine gains additional hit points equal to your Wisdom modifier (+4). In addition, three times before the end of the encounter, an ally adjacent to the healing figurine can use a minor action to make a saving throw and to regain hit points as if he or she had spent a healing surge. You can give the healing figurine the following special command.  
**Minor Action:** The healing figurine administers first aid to an ally adjacent to it. The figurine uses your Heal skill for the check.

Unarmed: +6 attack  
regain an additional 4 hit points.

ADDITIONAL EFFECTS

CLASS	Artificer	LEVEL	10	BOOK	EPG
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**UTILITY POWER**

### Aid Artifice

KEYWORDS	Arcane, Healing			USED
Imm Interr		Close burst 10		
<b>ACTION</b>	10	<b>RANGE</b>		
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY		

**Trigger:** A creature you summoned with an artificer or clockwork engineer power takes damage  
**Target:** The triggering summoned creature  
**Effect:** You spend a healing surge, and the target regains hit points equal to your healing surge value + 2d6.

Unarmed: +6 attack

ADDITIONAL EFFECTS

CLASS	Clockwork Engineer	LEVEL	12	BOOK	EPG
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**UTILITY POWER**

### Armbow Crossbow +3

1d8	2	Crossbow	15/30
<b>DAMAGE</b>	<b>PROFICIENT</b>	<b>GROUP</b>	<b>RANGE</b>
+3 attack rolls and damage rolls		13	+3d6 damage
<b>ENHANCEMENT</b>		<b>LEVEL</b>	<b>CRITICAL</b>

PROPERTIES  
Rarity: Uncommon Item.  
This crossbow becomes a one-handed weapon.  
This crossbow does not expend bolts.  
Load Minor

Ranged Basic Attack: +13 attack, 1d8+5 damage

AT-WILL  ENCOUNTER  DAILY

POWER  
**Requirement:** You must have the living construct racial trait to use this item.  
**Component:** attached

ITEM SLOT	Two-Hands	WEIGHT	4	PRICE	17000	BOOK	PH
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**MAGIC WEAPON**

### Disk of Energy Resistance +2

AC BONUS	CHECK	SPEED	QUANTITY
+2 Fortitude, Reflex, and Will	9		1
<b>ENHANCEMENT</b>		<b>LEVEL</b>	<b>TYPE</b>

PROPERTIES  
Rarity: Uncommon Item.

**Requirement:** You must have the living construct racial trait to use this item.  
**Power (Daily):** Immediate Reaction. Trigger: You are hit by a fire, force, lightning, psychic, radiant, or thunder attack. Effect: You gain resist 5 against one of the attack's triggering damage types until the end of the encounter.

ITEM SLOT	Neck	WEIGHT	0	PRICE	4200	BOOK	EPG
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**MAGIC ITEM**

### Bracers of Archery (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		6	1
<b>ENHANCEMENT</b>		<b>LEVEL</b>	<b>TYPE</b>

PROPERTIES  
Rarity: Uncommon Item.  
Gain a +2 item bonus to damage rolls when attacking with a bow or crossbow.

AT-WILL  ENCOUNTER  DAILY

POWER  
**Power (Daily):** Minor Action. Ignore cover on your next attack this turn when using a bow or crossbow.

ITEM SLOT	Arms	WEIGHT	0	PRICE	1800	BOOK	AV
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**MAGIC ITEM**

### Spiked Soles (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		LEVEL	TYPE
		5	Feet Slot Item

PROPERTIES

Rarity: Uncommon Item.  
You gain a +5 item bonus to Athletics checks for climbing.

AT-WILL  ENCOUNTER  DAILY

POWER

**Requirement:** You must have the living construct racial trait to use this item.  
**Power (Encounter):** Immediate Reaction. Trigger: You are hit by an effect that pushes, pulls, or slides you. Effect: You ignore the triggering forced movement. You are slowed until the start of your next turn.

ITEM SLOT	Feet	WEIGHT	0	PRICE	1000	BOOK	EPG
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MAGIC ITEM

### Circlet of Mental Onslaught (paragon tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		LEVEL	TYPE
		11	Head Slot Item

PROPERTIES

Rarity: Uncommon Item.  
Gain a +1 bonus to Will defense.

AT-WILL  ENCOUNTER  DAILY

POWER

**Power (Daily):** Minor Action. Gain a +1 power bonus to attack rolls and damage rolls when making Wisdom, Intelligence, and Charisma attacks until the end of the encounter.

ITEM SLOT	Head	WEIGHT	0	PRICE	9000	BOOK	AV
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MAGIC ITEM

### Reparation Apparatus (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		LEVEL	TYPE
		6	Hands Slot Item

PROPERTIES

Rarity: Uncommon Item.  
When you use a power that allows a construct to spend a healing surge to regain hit points, that creature regains an additional 2d6 hit points. When you use an encounter power or a daily power to grant temporary hit points to a construct ally, that creature gains an additional 2d6 temporary hit points.

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT	Hands	WEIGHT	0	PRICE	1800	BOOK	Dragon 365
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MAGIC ITEM

### Power Jewel (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			2
ENHANCEMENT		LEVEL	TYPE
		5	Wondrous Item

PROPERTIES

Rarity: Uncommon Item.

AT-WILL  ENCOUNTER  DAILY

POWER

**Special:** You must have reached at least one milestone today to activate this item.  
**Power (Daily):** Minor Action. This power allows you to regain the use of an encounter power of 1st or 3rd level.

ITEM SLOT		WEIGHT	0	PRICE	1000	BOOK	AV
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MAGIC ITEM

### Drowmesh of Resistance +3

AC BONUS	CHECK	SPEED	QUANTITY
2	-	-	1
ENHANCEMENT		LEVEL	TYPE
+3 AC		12	Armor

PROPERTIES

Special: +1 Reflex  
Rarity: Uncommon Item.  
Resist 10 to a damage type chosen from the following list at the time the armor is created: acid, cold, fire, force, lightning, necrotic, poison, psychic, thunder.

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT	Body	WEIGHT	10	PRICE	13000	BOOK	AV
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MAGIC ITEM