

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

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

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
81	40	20		8
CURRENT HIT POINTS		CURRENT SURGE USES		
SECOND WIND 1/ENCOUNTER		USED <input type="checkbox"/>		
TEMPORARY HIT POINTS				
DEATH SAVING THROW FAILURES		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
SAVING THROW MODS +2 Racial bonus against ongoing damage				
RESISTANCES				
CURRENT CONDITIONS AND EFFECTS				

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

Warforged artificer

DEFENSES

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

CONDITIONAL BONUSES

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

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

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

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
20	Passive Insight	10 +	10

25	Passive Perception	10	+	15
----	--------------------	----	---	----

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		

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		

FEATS

Ritual Caster - Master and perform rituals**Crossbow Caster** - use crossbow as an implement for artificer**Defensive Minions** - +2 to all defenses of summoned creatures**Bolstering Admixture** - Curative admixture target can make**Potent Restorables** - Targets of healing powers regain 2 exp**Crossbow Expertise** - When using a crossbow: +1/2/3 (by tier)**Improved Defenses** - +1/2/3 bonus (by tier) to Fortitude, Reflex**Rapid Infusion****Enhanced Resistive Formula** - Target and ally gain temporary**Versatile Expertise** - Bonus to attacks with weapons and im**Skill Focus (Heal)** - +3 to Heal checks**Eldritch Fussillade Expertise** - +1/+2/+3 to attack rolls with

CHARACTER NAME
Warforged artificer

PLAYER NAME

RACE Warforged CLASS Artificer LEVEL 12

	SCORE	ABILITY	MOD
HP	81	STR	+0
Spd	6	DEX	+0
Init	+6	INT	+6
		WIS	+4
		CHA	+1
AC	27		
Fort	23		
Ref	27		
Will	27		
20	Passive Insight	25	Passive Perception

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

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**

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

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

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**

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.

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

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**

Quick Formation

KEYWORDS

Martial, Weapon

USED

Standard

*

↓

*

↗

Melee or Ranged weapon

ACTION

↶

✱

RANGE

19

vs

AC

One creature

ATTACK

DEFENSE

TARGET

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

ENCOUNTER POWER

DUNGEONS & DRAGONS

Healing Infusion: Curative Admixture

KEYWORDS

Arcane, Healing

USED

Minor

↓

↗

Close burst 5 (10 at 11th level, 15

ACTION

5

↶

✱

RANGE

vs

You or one ally in burst

ATTACK

DEFENSE

TARGET

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

Artificer

LEVEL

BOOK

EPG

ENCOUNTER POWER

DUNGEONS & DRAGONS

Healing Infusion: Resistive Formula

KEYWORDS

Arcane

USED

Minor

↓

↗

Close burst 5 (10 at 11th level, 15

ACTION

5

↶

✱

RANGE

vs

You or one ally in burst

ATTACK

DEFENSE

TARGET

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

Artificer

LEVEL

BOOK

EPG

ENCOUNTER POWER

DUNGEONS & DRAGONS

Spike Wire

KEYWORDS

Arcane, Force, Implement

USED

Standard

↓

10

↗

Ranged 10

ACTION

↶

✱

RANGE

16

vs

Fort

One creature

ATTACK

DEFENSE

TARGET

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

Artificer

LEVEL

1

BOOK

EPG

ENCOUNTER POWER

DUNGEONS & DRAGONS

Delaying Strike

KEYWORDS

Martial, Weapon

USED

Standard

*

↓

*

↗

Melee or Ranged weapon

ACTION

↶

✱

RANGE

19

vs

AC

One creature

ATTACK

DEFENSE

TARGET

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

3

BOOK

DSCS

ENCOUNTER POWER

DUNGEONS & DRAGONS

Runic Resistance

KEYWORDS

Arcane, Implement ; Varies

USED

Standard

↓

10

↗

Area burst 1 within 10 squares

ACTION

↶

1

✱

RANGE

16

vs

Reflex

Each enemy in burst

ATTACK

DEFENSE

TARGET

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

Artificer

LEVEL

7

BOOK

EPG

ENCOUNTER POWER

DUNGEONS & DRAGONS

Clockwork Soldiers

KEYWORDS

Arcane, Implement, Zone

USED

Standard

↓

10

↗

Area burst 2 within 10 squares

ACTION

↶

2

✱

RANGE

vs

ATTACK

DEFENSE

TARGET

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

Clockwork Engineer

LEVEL

11

BOOK

EPG

ENCOUNTER POWER

DUNGEONS & DRAGONS

Obedient Servant

KEYWORDS

Arcane, Implement, Summoning

USED

Minor

↓

5

↗

Ranged 5

ACTION

↶

✱

RANGE

vs

ATTACK

DEFENSE

TARGET

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

Artificer

LEVEL

1

BOOK

EPG

DAILY POWER

DUNGEONS & DRAGONS

Flameheart Defender

KEYWORDS

Arcane, Fire, Implement, Summoning

USED

Standard

↓

5

↗

Ranged 5

ACTION

↶

✱

RANGE

vs

ATTACK

DEFENSE

TARGET

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

Artificer

LEVEL






5

BOOK

EPG

DAILY POWER






DUNGEONS & DRAGONS

Lightning Motes			
KEYWORDS Arcane, Implement, Lightning			USED
Standard	  	Close burst 3	
ACTION	3  	RANGE	
16	vs	Reflex	Each enemy in burst
ATTACK	DEFENSE	TARGET	
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
DAILY POWER		DUNGEONS & DRAGONS	

Healing Reserve			
KEYWORDS Arcane, Healing			USED
Free	<div><div>↓</div><div>10</div><div>↗</div></div>	Ranged 10	
ACTION	<div><div>↶</div><div>✱</div></div>	RANGE	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	
<p>Trigger: An ally within 10 squares of you spends a healing surge to regain hit points.</p> <p>Target: The triggering ally</p> <p>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).</p> <p>Unarmed: +6 attack regain an additional 4 hit points.</p>			
ADDITIONAL EFFECTS			
CLASS Artificer		LEVEL 6	BOOK EPG
UTILITY POWER		DUNGEONS & DRAGONS	





Armbow Crossbow +3			
1d8	2	Crossbow	15/30
DAMAGE	PROFICIENT	GROUP	RANGE
+3 attack rolls and damage rolls		13	+3d6 damage
ENHANCEMENT		LEVEL	CRITICAL
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			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER		<input type="checkbox"/> DAILY
POWER			
Requirement: You must have the living construct racial trait to use this item.			
Component: attached			






Warforged artificer

Warforged Resolve			
KEYWORDS Healing			USED
Minor	  	Personal	
ACTION	 	RANGE	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
<p>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.</p> <p>Unarmed: +6 attack</p>			
ADDITIONAL EFFECTS			
CLASS Warforged	LEVEL	BOOK	EPG
UTILITY POWER		DUNGEONS & DRAGONS	

Healing Figurine			
KEYWORDS Arcane, Healing, Summoning			USED
Standard	<div><div><div>⬇</div><div>⬅</div><div>➡</div><div>⬆</div></div><div>5</div><div><div>⬆</div><div>⬅</div><div>➡</div><div>⬆</div></div></div>	Ranged 5	
ACTION		RANGE	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	
<p>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.</p> <p>Minor Action: The healing figurine administers first aid to an ally adjacent to it. The figurine uses your Heal skill for the check.</p>			
Unarmed: +6 attack regain an additional 4 hit points.			
ADDITIONAL EFFECTS			
CLASS Artificer	LEVEL 10	BOOK EPG	
UTILITY POWER		DUNGEONS & DRAGONS	

Disk of Energy Resistance +2			
			1
AC BONUS	CHECK	SPEED	QUANTITY
+2 Fortitude, Reflex, and Will	9	Neck Slot Item	
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
Rarity: Uncommon Item.			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	
POWER			
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
MAGIC ITEM		DUNGEONS & DRAGONS	

Swift Mender			
KEYWORDS Arcane			USED
Minor	 5 	Ranged 5	
ACTION	 	RANGE	
<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
UTILITY POWER		DUNGEONS & DRAGONS	

Aid Artifice			
KEYWORDS Arcane, Healing			USED
Imm Interr	  	Close burst 10	
ACTION	10  	RANGE	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
<p>Trigger: A creature you summoned with an artificer or clockwork engineer power takes damage</p> <p>Target: The triggering summoned creature</p> <p>Effect: You spend a healing surge, and the target regains hit points equal to your healing surge value + 2d6.</p> <p>Unarmed: +6 attack</p>			
ADDITIONAL EFFECTS			
CLASS Clockwork Engineer	LEVEL 12	BOOK	EPG
UTILITY POWER		DUNGEONS & DRAGONS	

Bracers of Archery (heroic tier)			
			1
AC BONUS	CHECK	SPEED	QUANTITY
		6	Arms Slot Item
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
Rarity: Uncommon Item.			
Gain a +2 item bonus to damage rolls when attacking with a bow or crossbow.			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER		<input checked="" type="checkbox"/> 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
MAGIC ITEM		DUNGEONS & DRAGONS	

Spiked Soles (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
ENHANCEMENT		5 LEVEL	Feet Slot Item TYPE
PROPERTIES			
Rarity: Uncommon Item. You gain a +5 item bonus to Athletics checks for climbing.			
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> 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

MAGIC ITEM



Circlet of Mental Onslaught (paragon ti

			1
AC BONUS	CHECK	SPEED	QUANTITY
ENHANCEMENT		11 LEVEL	Head Slot Item TYPE
PROPERTIES			
Rarity: Uncommon Item. Gain a +1 bonus to Will defense.			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> 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

MAGIC ITEM



Reparation Apparatus (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
ENHANCEMENT		6 LEVEL	Hands Slot Item TYPE
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.			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
POWER			
ITEM SLOT	Hands	WEIGHT 0	PRICE 1800
		BOOK	Dragon 365

MAGIC ITEM



Power Jewel (heroic tier)

			2
AC BONUS	CHECK	SPEED	QUANTITY
ENHANCEMENT		5 LEVEL	Wondrous Item TYPE
PROPERTIES			
Rarity: Uncommon Item.			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> 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

MAGIC ITEM



Drowmesh of Resistance +3

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+3 AC		12	Armor
ENHANCEMENT		LEVEL	TYPE
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.			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
POWER			
ITEM SLOT	Body	WEIGHT 10	PRICE 13000
		BOOK	AV

MAGIC ITEM

