

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
	1/2 HP	1/4 HP		
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
10	Endurance	CON 8	0	n/a	2
15	Heal	WIS 10	5	n/a	0
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
21	FORT	16	2	1		2		

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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 plus once per milestone.**Impart Energy** - Recharge a daily magic item. An item can't be recharged twice in a day.**Augment Energy** - A weapon gains a +2 bonus as a free action once. An item can't be infused twice.**Arcane Rejuvenation** - When an ally uses a daily magic items they gain 1/2 level + int mod temp HPs.**Healing Infusion** - Access related powers 2/encounter (3/ encounter at level 16+)**Ritual Casting** - Gain Ritual Caster as a bonus feat.**Durable Artifice****Clockwork Coordinated Action**

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
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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
+ 6	6	0					

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
6	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 and artificer paragon path powers**Defensive Minions** - +2 to all defenses of summoned creatures**Bolstering Admixture** - Curative admixture target can make saving throw to end ongoing damage**Potent Restorables** - Targets of healing powers regain 2 extra hit points**Crossbow Expertise** - When using a crossbow: +1/2/3 (by tier) to attack, ignore partial and superior cover.**Speed Loader** - Load crossbow as free action instead of minor**Rapid Infusion****Enhanced Resistive Formula** - Target and ally gain

temporary hit points from resistive formula power

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	21
Ref	24
Will	25

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

20 vs AC 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)
10	Endurance	CON
15	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

6 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: +6 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

6 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: +6 attack

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

Static Shock

KEYWORDS Arcane, Implement, Lightning

Standard Melee 5

ACTION RANGE

15 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: +15 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 				






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		LEVEL		BOOK
Artificer				EPG
ENCOUNTER POWER 				



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		LEVEL		BOOK
Artificer				EPG
ENCOUNTER POWER 				






Spike Wire

KEYWORDS		Arcane, Force, Implement		USED
Standard	 10 	Ranged 10		
ACTION	 	RANGE		
15	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: +15 attack, 1d8+11 damage				
ADDITIONAL EFFECTS				
CLASS		LEVEL	1	BOOK
Artificer				EPG
ENCOUNTER POWER 				






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 				






Runic Resistance

KEYWORDS		Arcane, Implement ; Varies		USED
Standard	 10 	Area burst 1 within 10 squares		
ACTION	 1 	RANGE		
15	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: +15 attack, 2d6+11 damage				
ADDITIONAL EFFECTS				
CLASS		LEVEL	7	BOOK
Artificer				EPG
ENCOUNTER POWER 				






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		LEVEL	11	BOOK
Clockwork Engineer				EPG
ENCOUNTER POWER 				

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		LEVEL	1	BOOK
Artificer				EPG
DAILY POWER 				

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		LEVEL	5	BOOK
Artificer				EPG
DAILY POWER 				

Lightning Motes

KEYWORDS

Arcane, Implement, Lightning

USED

Standard

10

Close burst 3

ACTION

3

RANGE

15

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: +15 attack, 2d6+11 damage

ADDITIONAL EFFECTS

CLASS

Artificer

LEVEL

9

BOOK

EPG

DAILY POWER

DUNGEONS & DRAGONS

Warforged Resolve

KEYWORDS

Healing

USED

Minor

5

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

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

UTILITY POWER

DUNGEONS & DRAGONS

Swift Mender

KEYWORDS

Arcane

USED

Minor

5

Ranged 5

ACTION

RANGE

AT-WILL

ENCOUNTER

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

Healing Reserve

KEYWORDS

Arcane, Healing

USED

Free

10

Ranged 10

ACTION

RANGE

AT-WILL

ENCOUNTER

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

UTILITY POWER

DUNGEONS & DRAGONS

Healing Figurine

KEYWORDS

Arcane, Healing, Summoning

USED

Standard

5

Ranged 5

ACTION

RANGE

AT-WILL

ENCOUNTER

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

UTILITY POWER

DUNGEONS & DRAGONS

Aid Artifice

KEYWORDS

Arcane, Healing

USED

Imm Interr

10

Close burst 10

ACTION

10

RANGE

AT-WILL

ENCOUNTER

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

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

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

MAGIC WEAPON

DUNGEONS & DRAGONS

Leather Armor of Resistance +3

2

-

-

1

AC BONUS

CHECK

SPEED

QUANTITY

+3 AC

12

Armor

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

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

15

PRICE

13000

BOOK

PH

MAGIC ITEM

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.

AT-WILL

ENCOUNTER

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

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		WEIGHT		PRICE	
Arms		0		1800	
				BOOK	
				AV	

MAGIC ITEM



Spiked Soles (heroic tier)

				1	
AC BONUS		CHECK		SPEED	
				QUANTITY	
			5	Feet Slot Item	
ENHANCEMENT			LEVEL	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		Head Slot Item	
				LEVEL		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	
				6	
				Hands Slot Item	
ENHANCEMENT				LEVEL	
				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					

MAGIC ITEM

