

# DUNGEONS & DRAGONS

Character Sheet

Player Name Violet

Skedja		2	Artificer						1,000												
Character Name		Level	Class		Paragon Path		Epic Destiny		Total XP												
Genasi		Medium	22	She/Her	5'5"	165	Unaligned														
Race		Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company												
<b>INITIATIVE</b>																					
SCORE	DEX	1/2 LVL	MISC	DEFENSES						MOVEMENT											
<b>1</b>	<b>Initiative</b>	<b>1</b>		SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC	SCORE	BASE	ARMOR	ITEM	MISC				
CONDITIONAL MODIFIERS											18	AC	11	6		1	6				
ABILITY SCORES											CONDITIONAL BONUSES						SPECIAL MOVEMENT				
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL	17	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	12	PASSIVE SENSE	BASE	SKILL BONUS					
<b>10</b>	<b>STR</b> Strength	<b>0</b>	<b>1</b>	16	REF	11	4	1			1		<b>12</b>	<b>Passive Insight</b>	<b>10</b> +	<b>2</b>					
<b>18</b>	<b>CON</b> Constitution	<b>4</b>	<b>5</b>	15	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	<b>17</b>	<b>Passive Perception</b>	<b>10</b> +	<b>7</b>					
<b>11</b>	<b>DEX</b> Dexterity	<b>0</b>	<b>1</b>	15	WILL	11	1	1			2		SPECIAL SENSES								
<b>18</b>	<b>INT</b> Intelligence	<b>4</b>	<b>5</b>	15	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	ATTACK WORKSPACE								
<b>13</b>	<b>WIS</b> Wisdom	<b>1</b>	<b>2</b>	15	WILL	11	1	1			2		ABILITY: Magic Weapon - Defensive Staff +1								
<b>8</b>	<b>CHA</b> Charisma	<b>-1</b>	<b>0</b>	15	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	+ 10	1	4	2	1				
HIT POINTS											CONDITIONAL BONUSES						+ 7	1	4		1
MAX HP	BLOODED	HEALING SURGES		15	MILESTONES	ACTION POINTS			ABILITY: Static Shock - Defensive Staff +1												
35	17	SURGE VALUE	SURGES/DAY	15	Action Points	0	1	1	2	3	2	1	ABILITY: Burning Weapons - Defensive Staff +1								
CURRENT HIT POINTS				CURRENT SURGE USES				1/2 HP	1/4 HP	ATTACK BONUS											
SECOND WIND 1/ENCOUNTER				USED				+ 9	1	4	2	1	1	DAMAGE WORKSPACE							
DEATH SAVING THROW FAILURES											MATERIAL						1d8+5	4		1	
SAVING THROW MODS											WEAPON OR POWER						ABILITY: Magic Weapon - Defensive Staff +1				
RESISTANCES Resist 5 Psychic, Resist 5 Fire, Resist 5 Cold, Resist 5 Thunder											DAMAGE						ABIL	FEAT	ENH	MISC	
CURRENT CONDITIONS AND EFFECTS											DAMAGE						ABILITY: Arcane Empowerment - Empower magic items once per day plus once per milestone.				
SKILLS											WEAPON OR POWER						ABILITY: Impart Energy - Recharge a daily magic item. An item can't be recharged twice in a day.				
BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC	DAMAGE						ABILITY: Augment Energy - A weapon gains a +2 bonus as a free action once. An item can't be infused twice.									
<b>1</b>	<b>Acrobatics</b>	DEX	<b>1</b>	<b>0</b>	n/a	<b>3</b>	vs	<b>AC</b>	Sling			ABILITY: Arcane Rejuvenation - When an ally uses a daily magic item they gain 1/2 level + int mod temp HPs.									
<b>10</b>	<b>Arcana</b>	INT	<b>5</b>	<b>5</b>	n/a	<b>5</b>	vs	<b>AC</b>	Defensive Staff +1			ABILITY: Healing Infusion - Access related powers 2/encounter (3/encounter at level 16+)									
<b>1</b>	<b>Athletics</b>	STR	<b>1</b>	<b>0</b>	n/a	<b>1</b>	vs	<b>AC</b>	Unarmed (Melee)			ABILITY: Ritual Casting - Gain Ritual Caster as a bonus feat.									
<b>0</b>	<b>Bluff</b>	CHA	<b>0</b>	<b>0</b>	n/a	<b>1</b>	vs	<b>AC</b>	Unarmed (Range)			ABILITY: Versatile Resistance - Gain resist 5 cold, fire, and thunder									
<b>0</b>	<b>Diplomacy</b>	CHA	<b>0</b>	<b>0</b>	n/a	<b>1</b>	vs	<b>AC</b>	Staff Expertise - +1/+2/+3 (by tier) to staff attacks; ranged and area implement attacks with staff don't provoke OAs; +1 to reach with staff weapon attacks			ABILITY: Hafted Defense - +1 to AC and Reflex while wielding polearm or staff in two hands									
<b>7</b>	<b>Dungeoneering</b>	WIS	<b>2</b>	<b>5</b>	n/a	<b>1</b>	vs	<b>AC</b>	Sling			ABILITY: Arcane Trapsmith - Use your Intelligence modifier (+4), instead of your Dexterity modifier (+0), when making Thievery checks to disable traps or open locks. Gain a +4 feat to Arcana checks related to traps or hazards.									
<b>7</b>	<b>Endurance</b>	CON	<b>5</b>	<b>0</b>	n/a	<b>2</b>	vs	<b>AC</b>	Defensive Staff +1			ABILITY: Intimidate - Master and perform rituals									
<b>2</b>	<b>Heal</b>	WIS	<b>2</b>	<b>0</b>	n/a	<b>0</b>	vs	<b>AC</b>	Unarmed (Melee)			ABILITY: Perception - Use your Intelligence modifier (+4), instead of your Dexterity modifier (+0), when making Thievery checks to disable traps or open locks. Gain a +4 feat to Arcana checks related to traps or hazards.									
<b>10</b>	<b>History</b>	INT	<b>5</b>	<b>5</b>	n/a	<b>0</b>	vs	<b>AC</b>	Unarmed (Range)			ABILITY: Nature - Gain resist 5 cold, fire, and thunder									
<b>2</b>	<b>Insight</b>	WIS	<b>2</b>	<b>0</b>	n/a	<b>0</b>	vs	<b>AC</b>	Staff Expertise - +1/+2/+3 (by tier) to staff attacks; ranged and area implement attacks with staff don't provoke OAs; +1 to reach with staff weapon attacks			ABILITY: Perception - Use your Intelligence modifier (+4), instead of your Dexterity modifier (+0), when making Thievery checks to disable traps or open locks. Gain a +4 feat to Arcana checks related to traps or hazards.									
<b>0</b>	<b>Intimidate</b>	CHA	<b>0</b>	<b>0</b>	n/a	<b>0</b>	vs	<b>AC</b>	Sling			ABILITY: Perception - Use your Intelligence modifier (+4), instead of your Dexterity modifier (+0), when making Thievery checks to disable traps or open locks. Gain a +4 feat to Arcana checks related to traps or hazards.									
<b>4</b>	<b>Nature</b>	WIS	<b>2</b>	<b>0</b>	n/a	<b>2</b>	vs	<b>AC</b>	Defensive Staff +1			ABILITY: Perception - Use your Intelligence modifier (+4), instead of your Dexterity modifier (+0), when making Thievery checks to disable traps or open locks. Gain a +4 feat to Arcana checks related to traps or hazards.									
<b>7</b>	<b>Perception</b>	WIS	<b>2</b>	<b>5</b>	n/a	<b>0</b>	vs	<b>AC</b>	Unarmed (Melee)			ABILITY: Perception - Use your Intelligence modifier (+4), instead of your Dexterity modifier (+0), when making Thievery checks to disable traps or open locks. Gain a +4 feat to Arcana checks related to traps or hazards.									
<b>5</b>	<b>Religion</b>	INT	<b>5</b>	<b>0</b>	n/a	<b>0</b>	vs	<b>AC</b>	Unarmed (Range)			ABILITY: Perception - Use your Intelligence modifier (+4), instead of your Dexterity modifier (+0), when making Thievery checks to disable traps or open locks. Gain a +4 feat to Arcana checks related to traps or hazards.									
<b>1</b>	<b>Stealth</b>	DEX	<b>1</b>	<b>0</b>	n/a	<b>0</b>	vs	<b>AC</b>	Sling			ABILITY: Perception - Use your Intelligence modifier (+4), instead of your Dexterity modifier (+0), when making Thievery checks to disable traps or open locks. Gain a +4 feat to Arcana checks related to traps or hazards.									
<b>0</b>	<b>Streetwise</b>	CHA	<b>0</b>	<b>0</b>	n/a	<b>0</b>	vs	<b>AC</b>	Defensive Staff +1			ABILITY: Perception - Use your Intelligence modifier (+4), instead of your Dexterity modifier (+0), when making Thievery checks to disable traps or open locks. Gain a +4 feat to Arcana checks related to traps or hazards.									
<b>6</b>	<b>Thievery</b>	DEX	<b>1</b>	<b>5</b>	n/a	<b>0</b>	vs	<b>AC</b>	Unarmed (Melee)			ABILITY: Perception - Use your Intelligence modifier (+4), instead of your Dexterity modifier (+0), when making Thievery checks to disable traps or open locks. Gain a +4 feat to Arcana checks related to traps or hazards.									
CLASS / PATH / DESTINY FEATURES											WEAPON OR POWER						ABILITY: Perception - Use your Intelligence modifier (+4), instead of your Dexterity modifier (+0), when making Thievery checks to disable traps or open locks. Gain a +4 feat to Arcana checks related to traps or hazards.				
Arcane Empowerment - Empower magic items once per day plus once per milestone.											DAMAGE						ABILITY: Perception - Use your Intelligence modifier (+4), instead of your Dexterity modifier (+0), when making Thievery checks to disable traps or open locks. Gain a +4 feat to Arcana checks related to traps or hazards.				
Elemental Manifestation - You have one manifestation, and gain associated benefits											DAMAGE						ABILITY: Perception - Use your Intelligence modifier (+4), instead of your Dexterity modifier (+0), when making Thievery checks to disable traps or open locks. Gain a +4 feat to Arcana checks related to traps or hazards.				
Voidsoul - Void assumption power; +1 to Will; resist 5/10/15 (by tier) psychic											DAMAGE						ABILITY: Perception - Use your Intelligence modifier (+4), instead of your Dexterity modifier (+0), when making Thievery checks to disable traps or open locks. Gain a +4 feat to Arcana checks related to traps or hazards.				
Elemental Origins - You have the elemental origin											DAMAGE						ABILITY: Perception - Use your Intelligence modifier (+4), instead of your Dexterity modifier (+0), when making Thievery checks to disable traps or open locks. Gain a +4 feat to Arcana checks related to traps or hazards.				
Elemental Rejuvenation - When an ally uses a daily magic item they gain 1/2 level + int mod temp HPs.											DAMAGE						ABILITY: Perception - Use your Intelligence modifier (+4), instead of your Dexterity modifier (+0), when making Thievery checks to disable traps or open locks. Gain a +4 feat to Arcana checks related to traps or hazards.				
Healing Infusion - Access related powers 2/encounter (3/encounter at level 16+)											DAMAGE						ABILITY: Perception - Use your Intelligence modifier (+4), instead of your Dexterity modifier (+0), when making Thievery checks to disable traps or open locks. Gain a +4 feat to Arcana checks related to traps or hazards.				
Ritual Casting - Gain Ritual Caster as a bonus feat.											DAMAGE						ABILITY: Perception - Use your Intelligence modifier (+4), instead of your Dexterity modifier (+0), when making Thievery checks to disable traps or open locks. Gain a +4 feat to Arcana checks related to traps or hazards.				
SKILL NAME											DAMAGE						ABILITY: Perception - Use your Intelligence modifier (+4), instead of your Dexterity modifier (+0), when making Thievery checks to disable traps or open locks. Gain a +4 feat to Arcana checks related to traps or hazards.				
BASIC ATTACKS											DAMAGE						ABILITY: Perception - Use your Intelligence modifier (+4), instead of your Dexterity modifier (+0), when making Thievery checks to disable traps or open locks. Gain a +4 feat to Arcana checks related to traps or hazards.				
ATTACK	DEFENSE	WEAPON OR POWER			DAMAGE				ABILITY: Perception - Use your Intelligence modifier (+4), instead of your Dexterity modifier (+0), when making Thievery checks to disable traps or open locks. Gain a +4 feat to Arcana checks related to traps or hazards.												
<b>3</b>	vs	<b>AC</b>	Sling			1d6				ABILITY: Perception - Use your Intelligence modifier (+4), instead of your Dexterity modifier (+0), when making Thievery checks to disable traps or open locks. Gain a +4 feat to Arcana checks related to traps or hazards.											
<b>5</b>	vs	<b>AC</b>	Defensive Staff +1			1d8+1				ABILITY: Perception - Use your Intelligence modifier (+4), instead of your Dexterity modifier (+0), when making Thievery checks to disable traps or open locks. Gain a +4 feat to Arcana checks related to traps or hazards.											
<b>1</b>	vs	<b>AC</b>	Unarmed (Melee)			1d4				ABILITY: Perception - Use your Intelligence modifier (+4), instead of your Dexterity modifier (+0), when making Thievery checks to disable traps or open locks. Gain a +4 feat to Arcana checks related to traps or hazards.											
<b>1</b>	vs	<b>AC</b>	Unarmed (Range)			1d4				ABILITY: Perception - Use your Intelligence modifier (+4), instead of your Dexterity modifier (+0), when making Thievery checks to disable traps or open locks. Gain a +4 feat to Arcana checks related to traps or hazards.											
FEATS											DAMAGE						ABILITY: Perception - Use your Intelligence modifier (+4), instead of your Dexterity modifier (+0), when making Thievery checks to disable traps or open locks. Gain a +4 feat to Arcana checks related to traps or hazards.				
Ritual Caster - Master and perform rituals											DAMAGE						ABILITY: Perception - Use your Intelligence modifier (+4), instead of your Dexterity modifier (+0), when making Thievery checks to disable traps or open locks. Gain a +4 feat to Arcana checks related to traps or hazards.				
Arcane Trapsmith - Use your Intelligence modifier (+4), instead of your Dexterity modifier (+0), when making Thievery checks to disable traps or open locks. Gain a +4 feat to Arcana checks related to traps or hazards.											DAMAGE						ABILITY: Perception - Use your Intelligence modifier (+4), instead of your Dexterity modifier (+0), when making Thievery checks to disable traps or open locks. Gain a +4 feat to Arcana checks related to traps or hazards.				
Versatile Resistance - Gain resist 5 cold, fire, and thunder											DAMAGE						ABILITY: Perception - Use your Intelligence modifier (+4), instead of your Dexterity modifier (+0), when making Thievery checks to disable traps or open locks. Gain a +4 feat to Arcana checks related to traps or hazards.				
Staff Expertise - +1/+2/+3 (by tier) to staff attacks; ranged and area implement attacks with staff don't provoke OAs; +1 to reach with staff weapon attacks											DAMAGE						ABILITY: Perception - Use your Intelligence modifier (+4), instead of your Dexterity modifier (+0), when making Thievery checks to disable traps or open locks. Gain a +4 feat to Arcana checks related to traps or hazards.				
Hafted Defense - +1 to AC and Reflex while wielding polearm or staff in two hands											DAMAGE						ABILITY: Perception - Use your Intelligence modifier (+4), instead of your Dexterity modifier (+0), when making Thievery checks to disable traps or open locks. Gain a +4 feat to Arcana checks related to traps or hazards.				
LANGUAGES KNOWN											DAMAGE						ABILITY: Perception - Use your Intelligence modifier (+4), instead of your Dexterity modifier (+0), when making Thievery checks to disable traps or open locks. Gain a +4 feat to Arcana checks related to traps or hazards.				
Common, Primordial											DAMAGE						ABILITY: Perception - Use your Intelligence modifier (+4), instead of your Dexterity modifier (+0), when making Thievery checks to disable traps or open locks. Gain a +4 feat to Arcana checks related to traps or hazards.				

## POWER INDEX

List your powers below.  
Check the box when the power is used.  
Clear the box when the power renews.

### AT-WILL POWERS

Bull Rush Attack	<input type="checkbox"/>
Grab Attack	<input type="checkbox"/>
Opportunity Attack	<input type="checkbox"/>
Magic Weapon	<input type="checkbox"/>
Static Shock	<input type="checkbox"/>

### ENCOUNTER POWERS

Second Wind	<input type="checkbox"/>
Void Assumption	<input type="checkbox"/>
Healing Infusion: Curative Admixture	<input type="checkbox"/>
Healing Infusion: Resistive Formula	<input type="checkbox"/>
Burning Weapons	<input type="checkbox"/>

### DAILY POWERS

Punishing Eye	<input type="checkbox"/>
	<input type="checkbox"/>

### UTILITY POWERS

Second Wind	<input type="checkbox"/>
Swift Mender	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

### OTHER EQUIPMENT

Ritual Book	<input type="checkbox"/>
Adventurer's Kit	<input type="checkbox"/>
Sling (E)	<input type="checkbox"/>
Sling Bullet (4)	<input type="checkbox"/>

## MAGIC ITEM INDEX

List your powers below.  
Check the box when the power is used.  
Clear the box when the power renews.

### MAGIC ITEMS

WEAPON	Defensive Staff +1 (Off-hand) (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Magic Leather Armor +1 (E)	<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK		<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>

Potion of Cure Light Wounds (3)

<input type="checkbox"/>

#### Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>

### RITUALS / ALCHEMY

Brew Potion	<input type="checkbox"/>
Disenchant Magic Item	<input type="checkbox"/>
Enchant Magic Item	<input type="checkbox"/>
Make Whole	<input type="checkbox"/>

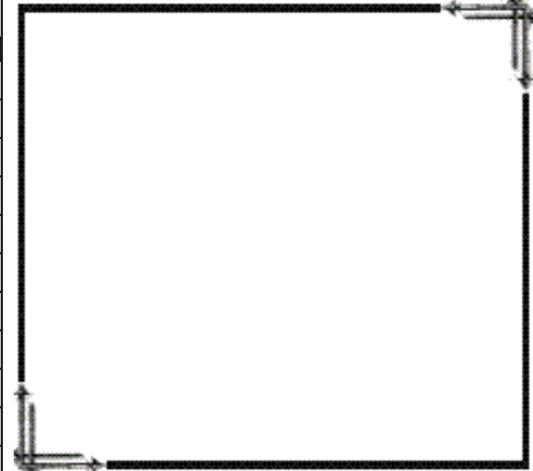
### COINS AND OTHER WEALTH

Money on hand: 2 pp; 83 gp; 7 sp; 10 cp

Stored money: 0 gp

Encumbrance: 54 / 100

## CHARACTER PORTRAIT



### PERSONALITY TRAITS

(Handwriting area for personality traits)

### MANNERISMS AND APPEARANCE

(Handwriting area for mannerisms and appearance)

### CHARACTER BACKGROUND

(Handwriting area for character background)

### COMPANIONS AND ALLIES

(Handwriting area for companions and allies)

### SESSION AND CAMPAIGN NOTES

(Handwriting area for session and campaign notes)

CHARACTER NAME

Skedja

PLAYER NAME

Violet

RACE

Genasi

CLASS

Artificer

LEVEL

2

SCORE	ABILITY	MOD	
HP 35	STR +0	AC 18	
Spd 6	CON +4	Fort 17	
Init +1	DEX +0	Ref 16	
	INT +4	Will 15	
	WIS +1		
	CHA -1		
12	Passive Insight	17	Passive Perception

## PLAY DATA



## Second Wind

KEYWORDS

USED

Standard



Personal

ACTION



RANGE

**Effect:** You spend a healing surge and regain 8 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



## Static Shock

KEYWORDS

Arcane, Implement, Lightning

USED

Standard



Melee

5

5

vs

Reflex

One creature

ATTACK



TARGET

**Attack:** Intelligence vs. Reflex

**Hit:** 1d8 + Intelligence modifier (+4) lightning damage. The next attack the target makes before the end of your next turn takes a penalty to the damage roll equal to your Constitution modifier (+4).

Level 21: 2d8 + Intelligence modifier (+4) lightning damage.

Sling: +5 attack, 1d8+4 damage  
Defensive Staff +1: +7 attack, 1d8+5 damage

## ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

EPG

## AT-WILL POWER



## Skills

1 Acrobatics	DEX	
10 Arcana	INT	(Trained)
1 Athletics	STR	
0 Bluff	CHA	
0 Diplomacy	CHA	
7 Dungeoneering	WIS	(Trained)
7 Endurance	CON	
2 Heal	WIS	
10 History	INT	(Trained)
2 Insight	WIS	
0 Intimidate	CHA	
4 Nature	WIS	
7 Perception	WIS	(Trained)
5 Religion	INT	
1 Stealth	DEX	
0 Streetwise	CHA	
6 Thievery	DEX	(Trained)

ADDITIONAL EFFECTS

## PLAY DATA



## Opportunity Attack

KEYWORDS

USED

Opportunity



Melee 1

ACTION



RANGE

VS

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



## Void Assumption

KEYWORDS

USED

Minor



Personal

ACTION



RANGE

VS

ATTACK

DEFENSE

TARGET

**Effect:** You cease to exist and can take no actions until the start of your next turn. You have line of sight and line of effect to no creature, and no creature has line of sight or line of effect to you. At the start of your next turn, you reappear in the square of your choice within 3 squares of the square you left.

## ADDITIONAL EFFECTS

CLASS

LEVEL

\*

BOOK

Dragon 380

## ENCOUNTER POWER



## Action Point

ADDITIONAL EFFECTS

**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



## Magic Weapon

KEYWORDS

USED

Arcane, Weapon

USED

Standard



Melee or Ranged weapon

ACTION



RANGE

VS

ATTACK

DEFENSE

TARGET

## Healing Infusion: Curative Admixture

KEYWORDS

USED

Arcane, Healing

Minor



Close burst 5 (10 at 11th level, 15

ACTION



RANGE

VS

ATTACK

DEFENSE

TARGET

**Effect:** The target regains hit points equal to its healing surge value + your Wisdom modifier (+1), and you expend an infusion crafted with your Healing Infusion class feature.

Level 6: Healing surge value + your Wisdom modifier (+1) + 2.

Level 11: Healing surge value + your Wisdom modifier (+1) + 4.

Level 16: Healing surge value + your Wisdom modifier (+1) + 6.

Level 21: Healing surge value + your Wisdom modifier (+1) + 8.

Level 26: Healing surge value + your Wisdom modifier (+1) + 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.

Unarmed: +1 attack

## ADDITIONAL EFFECTS

CLASS

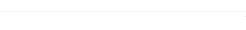
USED

Artificer

BOOK

EPG

## ENCOUNTER POWER



## Healing Infusion: Resistive Formula

**KEYWORDS** Arcane **USED**

Minor Close burst 5 (10 at 11th level, 15 at 21st level) **RANGE**

**ACTION** 5 **RANGE**

**ATTACK** vs You or one ally in burst **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 (+4).

Level 11: Temporary hit points equal to the target's healing surge value + twice your Constitution modifier (+4).

Level 21: Temporary hit points equal to the target's healing surge value + three times your Constitution modifier (+4).

**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 1 BOOK EPG

**ENCOUNTER POWER** DUNGEONS & DRAGONS

## Second Wind

**KEYWORDS** **USED**

Standard Personal **RANGE**

AT-WILL  ENOUNTER  DAILY

**Effect:** Spend a healing surge and gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL \* BOOK PH

**UTILITY POWER** DUNGEONS & DRAGONS

## Magic Leather Armor +1

2	-	-	1
<b>AC BONUS</b>	<b>CHECK</b>	<b>SPEED</b>	<b>QUANTITY</b>

+1 AC	1	Armor
<b>ENHANCEMENT</b>	<b>LEVEL</b>	<b>TYPE</b>

PROPERTIES

Leather armor is sturdier than cloth armor. It protects vital areas with multiple layers of boiled-leather plates, while covering the limbs with supple leather that provides a small amount of protection.

AT-WILL  ENOUNTER  DAILY

POWER

**Rarity:** Common

ITEM SLOT Body WEIGHT 15 PRICE 360 BOOK PH

**MAGIC ITEM** DUNGEONS & DRAGONS

## Burning Weapons

**KEYWORDS** Arcane, Fire, Weapon **USED**

Standard \* Melee or Ranged weapon

**ACTION** **RANGE**

7 vs AC One creature

**ATTACK** DEFENSE TARGET

**Attack:** Intelligence vs. AC

**Hit:** 1[W] + Intelligence modifier (+4) fire damage. Until the end of your next turn, you and any ally within 2 squares of you deals extra fire damage equal to your Constitution modifier (+4) with weapon or fire attacks.

Sling: +7 attack, 1d6+4 damage  
Defensive Staff +1: +9 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 1 BOOK EPG

**ENCOUNTER POWER** DUNGEONS & DRAGONS

## Swift Mender

**KEYWORDS** Arcane **USED**

Minor \* 5 Ranged 5

**ACTION** **RANGE**

AT-WILL  ENOUNTER  DAILY

**Target:** You or one ally

**Effect:** The target makes a saving throw.

ADDITIONAL EFFECTS

CLASS LEVEL 2 BOOK EPG

**UTILITY POWER** DUNGEONS & DRAGONS

## Potion of Cure Light Wounds

2	-	-	3
<b>AC BONUS</b>	<b>CHECK</b>	<b>SPEED</b>	<b>QUANTITY</b>

1	1	Potion
<b>ENHANCEMENT</b>	<b>LEVEL</b>	<b>TYPE</b>

PROPERTIES

AT-WILL  ENOUNTER  DAILY

POWER

**Utility Power (Consumable \* Healing):** Minor Action.

Effect: You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normally regain, you regain 1d8 + 1 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. If neither of these things is true, there is no effect.

**Rarity:** Uncommon

ITEM SLOT WEIGHT 0 PRICE 20 BOOK MME

**MAGIC ITEM** DUNGEONS & DRAGONS

## Punishing Eye

**KEYWORDS** Arcane, Conjuration, Implement, Psychic **USED**

Standard \* 5 Ranged 5

**ACTION** **RANGE**

**vs** **ATTACK** DEFENSE TARGET

**Effect:** You conjure an eye in a square within range. It lasts until the end of the encounter.

Enemies within 3 squares of the eye do not benefit from concealment, and when an ally attacks an enemy within 3 squares of the eye and hits, that enemy takes psychic damage equal to your Intelligence modifier (+4). You can move the eye 3 squares as a move action.

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 1 BOOK Dragon 374

**DAILY POWER** DUNGEONS & DRAGONS

## Defensive Staff +1

<b>DAMAGE</b>	<b>PROFICIENT</b>	<b>GROUP</b>	<b>RANGE</b>
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+1 attack rolls and damage rolls	2	+1d8 damage	
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<b>ENHANCEMENT</b>	<b>LEVEL</b>	<b>CRITICAL</b>	
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PROPERTIES

Gain a +1 item bonus to your Fortitude, Reflex, and Will defenses. If you have the Staff of Defense class feature, you also gain a +1 item bonus to your AC.

Melee Basic Attack: +5 attack, 1d8+1 damage

AT-WILL  ENOUNTER  DAILY

POWER

**Rarity:** Common

ITEM SLOT Off-hand WEIGHT 0 PRICE 520 BOOK AV

**MAGIC WEAPON** DUNGEONS & DRAGONS