

## AGGRAVATING FORCE

Artificer  
Attack 1

*When your infused weapon strikes an enemy, the weapon unleashes a force that rattles the foe*

**At-Will** ♦ **Arcane, Force, Weapon**

**Standard Action**      **Melee** weapon or  
                                 **Ranged** weapon

**Target:** One creature

**Attack:** Intelligence vs. AC

**Hit:** 1[W] + Intelligence modifier force damage, and the first damage roll against the target gains a bonus equal to your Constitution modifier.

*Level 21:* 2[W] + Intelligence modifier damage.

**Effect:** The next ally to attack the target before the end of your next turn gains a +2 power bonus to the attack roll.

## CORROSIVE BRAND

Artificer  
Attack 1

*You imbue your weapon with arcane energy that eats at your enemy's defenses, with your allies' attacks increasing the effect*

**At-Will** ♦ **Acid, Arcane, Weapon**

**Standard Action**      **Melee** weapon or  
                                 **Ranged** weapon

**Target:** One creature

**Attack:** Intelligence vs. AC

**Hit:** 1[W] + Intelligence modifier acid damage.

*Level 21:* 2[W] + Intelligence modifier acid damage.

**Effect:** Each time an ally hits the target, the target suffers a cumulative -1 penalty to AC, to a maximum penalty equal to your Constitution modifier (minimum 1). This lasts until the end of your next turn.

## ETHEREAL CHILL

Artificer  
Attack 1

*You align your spell with those you wove over your ally's armor, causing them to radiate an unnatural cold*

**At-Will** ♦ **Arcane, Cold, Implement**

**Standard Action**      **Area** burst 1 centered on an ally within  
                                 5 squares

**Target:** Creatures in the burst other than the center ally

**Attack:** Intelligence vs. Fortitude

**Hit:** Intelligence modifier + your implement's enhancement bonus cold damage.

*Level 21:* 1d6 + Intelligence modifier cold damage.

**Effect:** Until the end of your next turn, each time an enemy hits or misses the center ally with a melee attack, it takes cold damage equal to your Wisdom modifier.

*Level 11:* 3 + your Wisdom modifier cold damage.

*Level 21:* 6 + your Wisdom modifier.

## MAGIC WEAPON

Artificer  
Attack 1

*Your touch imbues the target's arsenal with a temporary arcane charge*

**At-Will** ♦ **Arcane**

**Standard Action**      **Melee** touch

**Target:** One creature

**Effect:** The target gains a +1 power bonus to attack rolls and a +1d8 bonus to damage rolls. These bonuses last until the end of your next turn.

*Level 21:* +2 power bonus to attack rolls and a +2d8 damage bonus.

## NUMBING COLD

Artificer  
Attack 1

*You enchant your weapon so that when it hits, your foe becomes too numb from the cold to react quickly*

**At-Will** ♦ **Arcane, Cold, Weapon**

**Standard Action**      **Melee** weapon or  
                                 **Ranged** weapon

**Target:** One creature

**Attack:** Intelligence vs. AC

**Hit:** 1[W] + Intelligence modifier cold damage, and the target takes a penalty to triggered attack rolls equal to your Constitution modifier. The penalty lasts until the end of your next turn.

*Level 21:* 2[W] + Intelligence modifier cold damage.

**Miss:** The target takes a penalty to the first triggered attack roll it makes before the end of your next turn. The penalty equals your Constitution modifier.

## PERSONAL REPULSOR

Artificer  
Attack 1

*You trace the sigils you have inscribed on your gear to unleash the stored energy, pushing enemies away or an ally forward*

**At-Will** ♦ **Arcane, Force**

**Standard Action**

**PRIMARY MODE**

**Close** burst 1

**Target:** Each creature in the burst

**Attack:** Intelligence +2 vs. Fortitude

*Level 11:* Intelligence +4

*Level 21:* Intelligence +6

**Hit:** You push the target 2 squares.

**Critical:** The target grants combat advantage for the first attack against it before the end of your next turn.

*Level 11:* Push 3 squares.

*Level 21:* Push 4 squares.

**Miss:** You push the target 1 square.

*Level 21:* Push 2 squares.

**SECONDARY MODE**

**Melee** touch

**Target:** One ally

**Effect:** You push (flight) the target up to 4 squares. If he or she ends the push next to an enemy, he or she can make an *melee basic attack* against that enemy.

If the target did not end the movement on a surface it can stand on, it falls.

*Level 11:* Push (flight) up to 5 squares.

*Level 21:* Push (flight) up to 6 squares.

## STATIC SHOCK

Artificer  
Attack 1

*You imbue your opponent with a crackling arcane charge, hindering the potency of its next attack*

**At-Will** ♦ **Arcane, Implement, Lightning**

**Standard Action**      **Ranged** 5

**Target:** One creature

**Attack:** Intelligence vs. Fortitude

**Hit:** 1d8 + Intelligence modifier lightning damage, and the next attack the target makes before the end of your next turn takes a penalty equal to your Wisdom modifier.

*Level 11:* Penalty equal to 1 + your Wisdom modifier.

*Level 21:* 2d8 + Intelligence modifier, and a penalty equal to 2 + your Wisdom modifier.

**Miss:** Half the penalty.

THUNDERING ARMOR

Artificer  
Attack 1

Thunder ripples outward from your implement, coalescing around you or an ally before focusing its might on a nearby enemy

At-Will

♦ Arcane

Standard

Action

Personal or  
Ranged 10

Primary Target:

You or one ally

Effect:

The primary target gains a +1 power bonus to AC until the end of your next turn, and you make a secondary attack.

SECONDARY ATTACK

Automatic

♦ Arcane, Implement, Thunder

Nonaction

Close burst 1 from the primary target's space

Secondary Target:

One creature adjacent to the primary target

Secondary Attack:

Intelligence vs. Fortitude

Hit:

1d8 + Intelligence modifier thunder damage, and you push the secondary target 1 square away from the primary target.

Level 21:

2d8 + Intelligence modifier thunder damage.

UNBALANCING FORCE

Artificer  
Attack 1

You point your implement and blast a foe so that it reels from your ally's followup

At-Will

♦ Arcane, Force, Implement

Standard

Action

Ranged 5

Target:

One creature

Attack:

Intelligence vs. Fortitude

Hit:

1d8 + Intelligence modifier force damage, and you push the target 1 square.

Level 21:

2d8 + Intelligence modifier force damage.

Effect:

The next ally that attacks the target gains combat advantage for the attack, and pushes the target 1 square on a hit.