

Player Name Mephit James

Nikos d'Orien 8 Artificer 13,000
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Human Medium 27 Male 5'6" 140 lb Unaligned The Sovereign Host Couriers of House Orien
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
5	1	4	

CONDITIONAL MODIFIERS

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC	MISC
20	AC	14	4			2			

CONDITIONAL BONUSES

MOVEMENT				
SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES		
SCORE	ABILITY	MOD + 1/2 LVL
10	STR Strength	4
12	CON Constitution	5
13	DEX Dexterity	5
18	INT Intelligence	8
10	WIS Wisdom	4
18	CHA Charisma	8

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC	MISC
19	FORT	14	1	1		2	1		

CONDITIONAL BONUSES

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
14	Passive Insight	10	4
19	Passive Perception	10	9

SPECIAL SENSES

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC	MISC
21	REF	14	4			2	1		

CONDITIONAL BONUSES

ATTACK WORKSPACE								
ABILITY	ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
Thundering Armor - Master's Wand of Magic Mis	+10	4	4				2	

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC	MISC
22	WILL	14	4	1		2	1		

CONDITIONAL BONUSES

ATTACK WORKSPACE								
ABILITY	ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
Aggravating Force - Flameburst Crossbow (Lvl 3)	+12	4	4		2		2	

HIT POINTS			
MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
59	29	14	9

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS +1 to all saving throws, +2 bonus whenever you have no action points remaining

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS		
Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE						
ABILITY	DAMAGE	ABIL	FEAT	ENH	MISC	MISC
Thundering Armor - Master's Wand of Magic Mis	1d8+6	4		2		

RACE FEATURES	
Bonus Feat - Choose an extra feat at 1st level.	
Bonus Skill - Trained in one additional class skill.	
Bonus At-Will Power - Know one extra 1st-level attack power from your class.	
Human Defense Bonuses - +1 to Fortitude, Reflex, and Will.	

DAMAGE WORKSPACE						
ABILITY	DAMAGE	ABIL	FEAT	ENH	MISC	MISC
Aggravating Force - Flameburst Crossbow (Lvl 3)	1d8+6	4		2		

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

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.	

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
9	vs AC	Transference Rapier (Lvl 7)	1d8+2
9	vs AC	Flameburst Crossbow (Lvl 3)	1d8+3
4	vs AC	Unarmed (Melee)	1d4
5	vs AC	Unarmed (Range)	1d4+1

LANGUAGES KNOWN	
Common, Dwarven	

FEATS	
Durable - Increase number of healing surges by 2	
Ritual Caster - Master and perform rituals	
Mark of Passage - Move extra square when shifting or teleporting, perform certain rituals	
Weapon Proficiency (Rapier) - Gain proficiency with the Rapier.	
Master Mixer - Create alchemical items of your level + 3 or lower	
Stubborn Survivor - +2 to saving throws when you have no action points remaining	
Human Perseverance - +1 to saving throws	

Nikos d'Orien

PLAYER NAME

Mephit James

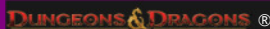
RACE Human

CLASS Artificer

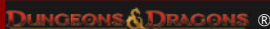
LEVEL 8

HP 59	10 STR	AC 20
Spd 6	12 CON	Fort 19
Init +5	13 DEX	Ref 21
	18 INT	Will 22
	10 WIS	
	18 CHA	
14 Passive Insight	19 Passive Perception	

PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Second Wind

KEYWORDS	USED
Standard	Personal
ACTION	RANGE
vs	Self
ATTACK	DEFENSE
	TARGET
<p>Effect: You spend a healing surge and regain 14 hit points. You gain a +2 bonus to all defenses until the start of your next turn.</p>	
ADDITIONAL EFFECTS	
CLASS	LEVEL
	BOOK <i>PH</i>

Aggravating Force

KEYWORDS	Arcane, Force, Weapon	USED
Standard	Melee or Ranged weapon	
ACTION	RANGE	
13 vs AC	One creature	
ATTACK	DEFENSE	TARGET
<p>Attack: Intelligence vs. AC Hit: 1[W] + Intelligence modifier (+4) force damage, and the next ally to attack the target before the end of your next turn gains a +2 power bonus to the attack roll. Level 21: 2[W] + Intelligence modifier (+4) damage.</p> <p>Transference Rapier (Lvl 7): +13 attack, 1d8+6 damage</p>		
ADDITIONAL EFFECTS		
CLASS	LEVEL 1	BOOK <i>EPG</i>

AT-WILL POWER



Magic Weapon

KEYWORDS	Arcane, Weapon	USED
Standard	Melee or Ranged weapon	
ACTION	RANGE	
14 vs AC	One creature	
ATTACK	DEFENSE	TARGET
<p>Attack: Intelligence +1 vs. AC Hit: 1[W] + Intelligence modifier (+4) damage, and each ally adjacent to you gains a +1 power bonus to attack rolls and a bonus to damage rolls equal to your Constitution or your Wisdom modifier (+0) until the end of your next turn. Level 21: 2[W] + Intelligence modifier (+4) damage, and a +2 power bonus to attack rolls.</p> <p>Transference Rapier (Lvl 7): +14 attack, 1d8+6 damage</p>		
ADDITIONAL EFFECTS		
CLASS	LEVEL 1	BOOK <i>EPG</i>

AT-WILL POWER



Thundering Armor

KEYWORDS	Arcane, Implement, Thunder	USED
Standard	Close burst 10	
ACTION	RANGE	
10 vs Fort	You or one ally in burst	
ATTACK	DEFENSE	TARGET
<p>Effect: The primary target gains a +1 power bonus to AC until the end of your next turn. Make an attack. Secondary Target: One creature adjacent to the primary target in burst Attack: Intelligence vs. Fortitude Hit: 1d8 + Intelligence modifier (+4) thunder damage, and you push the secondary target 1 square away from the primary target. Level 21: 2d8 + Intelligence modifier (+4) thunder damage.</p> <p>Master's Wand of Magic Missile (Lvl 8): +10 attack, 1d8+6 damage</p>		
ADDITIONAL EFFECTS		
CLASS	LEVEL 1	BOOK <i>EPG</i>

AT-WILL POWER



Magic Missile

KEYWORDS	Arcane, Force, Implement	USED
Standard	Ranged 20	
ACTION	RANGE	
8 vs Reflex	One creature	
ATTACK	DEFENSE	TARGET
<p>Attack: Intelligence vs. Reflex Hit: 2d4 + Intelligence modifier (+4) force damage. Increase damage to 4d4 + Intelligence modifier (+4) at 21st level. Special: This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.</p> <p>Unarmed: +8 attack, 2d4+4 damage</p>		
ADDITIONAL EFFECTS		
CLASS	LEVEL 1	BOOK <i>PH</i>

ENCOUNTER POWER



Healing Infusion: Curative Admixture

KEYWORDS	Arcane, Healing	USED
Minor	Close burst 5 (10 at 11th level, 15 at 16th level)	
ACTION	RANGE	
5 vs	You or one ally in burst	
ATTACK	DEFENSE	TARGET
<p>Effect: The target regains hit points equal to its healing surge value + your Wisdom modifier (+0), and you expend an infusion crafted with your Healing Infusion class feature. Level 6: Healing surge value + your Wisdom modifier (+0) + 2. Level 11: Healing surge value + your Wisdom modifier (+0) + 4. Level 16: Healing surge value + your Wisdom modifier (+0) + 6. Level 21: Healing surge value + your Wisdom modifier (+0) + 8. Level 26: Healing surge value + your Wisdom modifier (+0) + 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. Prerequisite: Healing Infusion</p>		
ADDITIONAL EFFECTS		
CLASS	LEVEL	BOOK <i>EPG</i>

ENCOUNTER POWER



Shielding Cube

KEYWORDS	Arcane, Force, Implement	USED
Standard	Ranged 10	
ACTION	RANGE	
10 vs Reflex	One creature	
ATTACK	DEFENSE	TARGET
<p>Attack: Intelligence vs. Reflex Hit: 2d6 + Intelligence modifier (+4) force damage. Effect: Until the end of your next turn, any ally gains a +1 power bonus to AC while adjacent to the target.</p> <p>Master's Wand of Magic Missile (Lvl 8): +10 attack, 2d6+6 damage</p>		
ADDITIONAL EFFECTS		
CLASS	LEVEL 1	BOOK <i>EPG</i>

ENCOUNTER POWER



Altered Luck

KEYWORDS Arcane, Implement USED

Standard	10	Area burst 2 within 10 squares
ACTION	2	RANGE
10	vs Will	One creature in burst
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Will
Hit: 1d6 + Intelligence modifier (+4) damage, and the target takes a -2 penalty to saving throws until the end of your next turn.
Effect: One ally within the burst gains temporary hit points equal to 5 + your Wisdom modifier (+0) and a +2 bonus to an attack roll, a skill check, an ability check, or a saving throw before the end of your next turn. The ally can use the bonus after determining the result of a roll.

Master's Wand of Magic Missile (Lvl 8): +10 attack, 1d6+6 damage

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 3 BOOK EPG

ENCOUNTER POWER DUNGEONS & DRAGONS

Runic Resistance

KEYWORDS Arcane, Implement ; Varies USED

Standard	10	Area burst 1 within 10 squares
ACTION	1	RANGE
10	vs Reflex	Each enemy in burst
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Reflex
Hit: 2d6 + Intelligence modifier (+4) 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 (+0) to that type until the end of your next turn.

Master's Wand of Magic Missile (Lvl 8): +10 attack, 2d6 +6 damage

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 7 BOOK EPG

ENCOUNTER POWER DUNGEONS & DRAGONS

Healing Infusion: Resistive Formula

KEYWORDS Arcane USED

Minor	5	Close burst 5 (10 at 11th level, 15 at 17th level)
ACTION		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 (+1).
Level 11: Temporary hit points equal to the target's healing surge value + twice your Constitution modifier (+1).
Level 21: Temporary hit points equal to the target's healing surge value + three times your Constitution modifier (+1).
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

Caustic Rampart

KEYWORDS Acid, Arcane, Conjunction, Implement USED

Standard	10	Area wall 5 within 10 squares
ACTION		RANGE
	vs	
ATTACK	DEFENSE	TARGET

Effect: You conjure a wall of acidic fumes. The wall can be up to 2 squares high and must rest on a solid surface, and it lasts until the end of your next turn. The wall is difficult terrain, and its squares are lightly obscured. Any creature that starts its turn within the wall or adjacent to it takes acid damage equal to 1d6 + your Intelligence modifier (+4).
Sustain Minor: The wall persists.

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 1 BOOK EPG

DAILY POWER DUNGEONS & DRAGONS

Dancing Weapon

KEYWORDS Arcane, Summoning, Weapon USED

Minor	5	Ranged 5
ACTION		RANGE
	vs	
ATTACK	DEFENSE	TARGET

Requirement: You must be holding a melee weapon.
Effect: You throw a melee weapon you are holding into an unoccupied square within range. The weapon has speed 0 and fly 6 (hover). The weapon is considered to be a Small creature. When the dancing weapon drops to 0 hit points, it is not destroyed, and you don't lose a healing surge. Instead, the weapon returns to your hand. The dancing weapon cannot open or close a door or container, or pick up or drop an item. You can give the dancing weapon the following special commands.
Minor Action: Melee 1; targets one creature; Intelligence vs. AC; 1[W] + Intelligence modifier (+4) damage.
Opportunity Attack: Melee 1; targets one creature; Intelligence vs. AC; 1[W] + Intelligence modifier (+4) damage.

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 5 BOOK EPG

DAILY POWER DUNGEONS & DRAGONS

Restorative Infusion

KEYWORDS Arcane USED

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

Target: You or one ally
Effect: The target gains 20 temporary hit points. As a minor action, the target can transfer any number of these temporary hit points to an ally within 5 squares of him or her.

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 2 BOOK EPG

UTILITY POWER DUNGEONS & DRAGONS

Regeneration Infusion

KEYWORDS Arcane, Healing USED

Minor	10	Close burst 10
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You or one ally in burst; target must be bloodied
Effect: The target gains regeneration equal to your Constitution modifier (+1) until the end of the encounter. As a minor action, the target can end the effect to spend a healing surge.

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 6 BOOK EPG

UTILITY POWER DUNGEONS & DRAGONS

Transference Rapier (Lvl 7)

1d8	3	Light Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls	7	+2d6 damage	
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES
Melee Basic Attack: +9 attack, 1d8+2 damage

AT-WILL ENCOUNTER DAILY

POWER
Power (Daily): Free Action. Use this power when you hit with the weapon. Transfer a condition or ongoing damage effect that is affecting you to the target you hit. The condition or ongoing damage continues to run its course as normal on the target.

ITEM SLOT One-hand WEIGHT 2 PRICE 2600 BOOK PH

MAGIC WEAPON DUNGEONS & DRAGONS

Master's Wand of Magic Missile (Lvl 8)

DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls	8	+2d8 damage	
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES
Any target you hit with the magic missile power is pushed 1 square.

AT-WILL ENCOUNTER DAILY

POWER
Power (Encounter • Arcane, Force, Implement): Standard Action. As the wizard's magic missile power.
Magic Missile Wizard Attack 1.

ITEM SLOT Off-hand WEIGHT 0 PRICE 3400 BOOK AV

MAGIC WEAPON DUNGEONS & DRAGONS

Bag of Holding (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
+2 Fortitude, Reflex, and Will		5	Wondrous Item
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

This bag can hold up to 200 pounds in weight or 20 cubic feet in volume, but it always weighs only 1 pound.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT WEIGHT 0 PRICE 1000 BOOK PH

MAGIC ITEM



Flameburst Crossbow (Lvl 3)

DAMAGE	PROFICIENT	GROUP	RANGE
1d8	2	Crossbow	15/30
+2 attack rolls and damage rolls		8	+2d6 fire damage
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

Load Minor

Ranged Basic Attack: +9 attack, 1d8+3 damage

AT-WILL ENCOUNTER DAILY

POWER

Power (Daily • Fire): Minor Action. The next ranged basic attack you make with this weapon before the end of your turn becomes a burst 1 centered on the target. Use your normal attack bonus for the basic attack, but against Reflex. Instead of normal damage, each target hit takes ongoing 5 fire damage (save ends).

ITEM SLOT Two-Hands WEIGHT 4 PRICE 3400 BOOK PH

MAGIC WEAPON



Armor

AC BONUS	CHECK	SPEED	QUANTITY
	-	-	1
+2 AC		6	Armor
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Body WEIGHT 4 PRICE 1800 BOOK PH

MAGIC ITEM



Neck Slot Item

AC BONUS	CHECK	SPEED	QUANTITY
			1
+2 Fortitude, Reflex, and Will		6	Neck Slot Item
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Neck WEIGHT 0 PRICE 1800 BOOK PH

MAGIC ITEM



Hat of Disguise (Lvl 9)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

Disguise Self as the wizard daily power.

ITEM SLOT WEIGHT 0 PRICE BOOK

MAGIC ITEM

