

Legion, Level 10

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Build

Ability Scores

Strength	12	+1
Constitution	18	+4
Dexterity	10	+0
Intelligence	20	+5
Wisdom	14	+2
Charisma	8	-1

Hit Points

Max HP	75
Bloodied	37
Surge value	18
Surges per day	10

Defences

AC	24
Fortitude	22
Reflex	22
Will	20

Senses

Passive Insight	17
Passive Perception	22

Combat

Initiative	5
Speed	6

Race: Shardmind

Languages: Common, Deep Speech, Dwarven.

Crystalline Mind: Resist 5 psychic.

Immortal Origin: Immortal creature origin.

Living Construct: No need to eat, drink, breathe or sleep.

Shard Swarm: Gain shard swarm power.

Telepathy: Communicate telepathically with creatures within 5 squares capable of language.

Class: Artificer

Arcane Empowerment: Empower magic items once per day and milestone.

Arcane Rejuvenation: When an ally uses a daily magic item they gain 10 temporary hit points.

Arcane Empowerment: Use Augment Energy or Impart Energy once per day and milestone during a short rest.

Augment Energy: A weapon gains a +2 bonus as a free action, once per day.

Impart Energy: Recharge the daily power of a magic item, once per day.

Healing Infusion: Use healing infusion powers twice per encounter, but only once per round. At the end of an extended rest, you create two healing infusions that last until the end of your next extended rest. During a short rest, you or an ally can spend a healing surge to replenish an expended healing infusion.

Ritual Casting: Gain Ritual Caster as a bonus feat. Use Disenchant Magic Item without expending components.

Skills

Skill	Ability	Mod+ ^{1/2}	Trained	Penalty	Misc.
5 Acrobatics	DEX	5	0		
19 Arcana	INT	10	5		4
6 Athletics	STR	6	0		
4 Bluff	CHA	4			
4 Diplomacy	CHA	4			
12 Dungeoneering	WIS	7	5		
11 Endurance	CON	9	0		2
12 Heal	WIS	7	5		
17 History	INT	10	5		2
7 Insight	WIS	7			
4 Intimidate	CHA	4			
7 Nature	WIS	7			
12 Perception	WIS	7	5		
10 Religion	INT	10			
5 Stealth	DEX	5	0		
4 Streetwise	CHA	4			
5 Thievery	DEX	5	0		

Legion gets +2 to Arcana, Endurance and History from their race, and another +2 to Arcana from their background.

Feats

Crossbow Caster: Use crossbow as an implement for artificer and artificer paragon path powers.

Distant Swarm: Optionally make Shard Swarm into an area burst 1 within 5, then teleport into the burst.

Potent Restorables: Targets of healing powers regain 2 extra hit points.

Ritual Caster: Master and perform rituals.

Speed Loader: Load crossbow as a free action instead of minor.

Versatile Expertise: House rule: +1 to attack rolls for weapons and implements.

We Were Once One: Each ally in telepathy range can make a saving throw when you use a healing surge.

Weapon Proficiency—Superior Crossbow: Gain proficiency with the superior crossbow.

Rituals

Brew Potion (1): Create a common potion or elixir of level 9 or lower. The ritual's component cost is equal to the price of the potion or elixir. Time: 1 hour.

Change Self (6): You take on the appearance of a humanoid of your size. Creatures viewing or interacting with you must make a DC 28 Insight check to detect the deception. Cost: 35 bottlecaps and 1 healing surge. Time: 1 minute. Duration: 1 hour.

Continual Light (2): One medium or smaller object you touch sheds bright light in a 20 square radius for up to 24 hours. Cost: 20 bottlecaps or 1 hit point. Time: 1 minute.

Dancing Lights (1): You create up to four floating orbs of light, or one light of vaguely humanoid shape. Each orb sheds bright light in a 2 square radius; a humanoid shaped light sheds dim light. Each light has a fly speed of 10 and can move as part of your move, or as a minor action. You must have line of effect to move a light, and it will go out if more than 20 squares away at the end of your turn. Cost: 10 bottlecaps or 1 healing surge. Time: 1 minute. Duration: 1 minute.

Disenchant Magic Item (6): Destroys a magic item of level 10 or lower. Returns 20% of a common item's value, 50% of an uncommon item's value, and 100% of a rare item's value. Time: 1 hour.

Enchant Magic Item (4): Convert a normal item into a magic item of level 9 or lower, for a component cost of the price of the magic item. Upgrade a

magic item 5 levels to level 9 or lower, for the difference in cost. Resize magic armour for no cost. Time: 1 hour.

Explosive Runes (2): Scribe magical runes on an item that weighs no more than 5 kg to create an Explosive Runes trap. The runes may have a password that allows a creature to read them without triggering the trap. Cost: 10 bottlecaps and 1 healing surge. Time: 1 minute. Duration: until discharged.

Gentle Repose (1): Quintuples the time a corpse can lie dead and still be affected by Raise Dead. Protects the corpse from being raised as an undead creature for 150 days. Cost: 10 bottlecaps. Time: 1 hour.

Last Sight Vision (2): See and hear a replay of the moments before the death of a corpse or skull, as seen from the creature's perspective. Cost: 25 bottlecaps. Time: 10 minutes. Arcana check result: 19 or lower, experience last 2 rounds before death; 20–29, 4 rounds; 30–39, 6 rounds; 40 or higher, 10 rounds.

Make Whole (1): A single object that can fit in a 3 meter cube is completely repaired. The component cost is 20 percent of the item's cost. Time: 10 minutes.

Raise Dead (8): To perform the Raise Dead ritual, you must have a part of the corpse of a creature that died no more than 30 days ago. Cost: 500 bottlecaps. Time: 8 hours.

Shatter (4): You shatter all nonmagical crystal, glass, ceramic, porcelain or similar in burst 2. An object larger than 5 pounds, larger than tiny, or worth more than 25 bottlecaps is immune. Alternatively, the effect may be focussed on one item no heavier than 50 pounds, no larger than medium and worth no more than 250 bottlecaps. Cost: 35 bottlecaps. Time: 1 minute.

Wind Words (3): Whisper up to 25 words into the air. A breeze carries that message at up to 10 km/hr to a location that you have visited. Cost: 5 bottlecaps. Time: 10 minutes. Duration: 3 hours.

Equipment

Item	Price	Weight
Armbow Superior Crossbow +2	3400	6
Sacks	1	1
Chain (3 m)	30	2
Chirurgion's Tools	20	4
Eternal Chalk	360	0
Everburning Torch	50	1
Hempen Rope (15 m)	10	10
Lucky Charm +2	4200	0
Spellshard	100	0
Veteran's Leather Armour +2	2600	15

Powers

Melee Basic Attack Basic Attack

At-Will ♦ **Weapon**

Standard Action Melee 1

Target: One creature

Attack: Strength vs. AC

Hit: 1D4 + Strength modifier damage.

Unarmed: +8 vs. AC, 1D4+3 damage.

Ranged Basic Attack Basic Attack

At-Will ♦ **Weapon**

Standard Action Ranged 20/40

Target: One creature

Attack: Dexterity vs. AC

Hit: 1D10 + Dexterity modifier damage.

Armbow: +11 vs. AC, 1D10+2 damage.

Curative Admixture Artificer Feature

You use the magic of your infusion to heal the wounds of your target.

Encounter (Special) ♦ **Arcane, Healing**

Minor Action Close burst 5

Target: You or one ally in burst

Effect: The target regains hit points equal to the healing surge value + 7 (wis+5), and you expend a Healing Infusion.

Resistive Formula Artificer Feature

You channel the energy of your infusion into your ally's armour, providing lasting protection.

Encounter (Special) ♦ **Arcane**

Minor Action Close burst 5

Target: You or one ally in burst

Effect: The target gains a +1 bonus to AC until the end of the encounter, and you expend a Healing Infusion. The target can end the bonus as a free action to gain *temporary hit points* equal to their healing surge value +4 (CON).

Shard Swarm Shardmind Racial Power

You loosen your grip on your physical form, distracting your foes with a swarm of crystal shards before reforming elsewhere.

Encounter ♦ **Teleportation**

Move Action Close burst 1

Target: Each enemy in burst

Effect: Each target grants combat advantage to you until the end of your next turn. You then teleport half your speed.

Distant Swarm: You can choose to make the range of your shard swarm into an area burst 1 within 5 squares, and teleport into the the area of the burst.

Magic Weapon Artificer Attack 1

Your attack issues a burst of magical energy that enhances the weapons of allies close to you.

At-Will ♦ **Arcane, Weapon**

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Intelligence + 1 vs. AC

Hit: 1D10 + Intelligence modifier damage, and each adjacent ally gains a +1 power bonus to attack rolls and 4 (CON) to damage rolls until the end of your next turn.

Armbow: +17 vs. AC, 1D10+7 damage.

Static Shock Artificer Attack 1

You flex your crystals, generating a crackling arcane shock that hinders your opponent's next attack.

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

Standard Action Melee 5

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 1D8 + Intelligence modifier lightning damage, and the next attack the target makes before the end of the next turn takes a -4 (CON) penalty to the damage roll.

Armbow: +13 vs. Reflex, 1D8+7 damage.

Spike Wire Artificer Attack 1

You throw a jagged bundle of wire and crystals that bites deeper into your enemy with each attack.

Encounter ♦ **Arcane, Force, Implement**

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1D8 + Intelligence modifier force damage, and any attack deals 2 (wis) extra damage until the end of your next turn.

Armbow: +13 vs. Fortitude, 1D8+7 damage.

Punishing Eye Artificer Attack 1

An arcane construct of an eye appears, revealing your enemies and striking at them when they show weakness.

Daily ♦ Arcane, Conjunction, Implement, Psychic
Standard Action Ranged 5

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 5 (INT) damage. You can move the eye 3 squares as a move action.

Swift Mender Artificer Utility 2

You empower a tiny construct to race to an ally's aid.

Encounter ♦ Arcane
Minor Action Ranged 5

Target: You or one ally
Effect: The target makes a saving throw.

Shocking Feedback Artificer Attack 3

You quickly fire an enchanted shot at an attacking enemy, then cause the magic from the enchantment to leap onto your ally as a protective ward.

Encounter ♦ Arcane, Lightning, Weapon
Immediate Interrupt Ranged weapon

Trigger: An enemy hits and deals damage to one of your allies with an attack.

Target: The triggering enemy

Attack: Intelligence vs. AC

Hit: 2D10 + Intelligence modifier lightning damage, and the ally gains resist 5 all until the end of your next turn.

Armour: +16 vs. AC, 2D10+7 damage.

Smokepowder Blast Artificer Attack 5

You hurl a vial of powder at your enemy's feet, creating a fiery explosion. One of your allies takes advantage and strikes while your opponent's guard is down.

Daily ♦ Arcane, Fire, Implement
Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2D8 + Intelligence modifier fire damage, and ongoing 5 fire damage (save ends).

Effect: One of your allies adjacent to the target can make a melee basic attack against it as a free action. If your attack hit, the ally gains a 4 (CON) power bonus to their attack roll.

Armour: +13 vs. Reflex, 2D8+7 damage.

Regeneration Infusion Artificer Utility 6

You imbue an ally's equipment with a steady flow of arcane energy, which restores your friend's vigor.

Daily ♦ Arcane, Healing
Minor Action Close burst 10

Target: You or one ally in burst; must be bloodied.

Effect: The target gains 4 (CON) regeneration until the end of the encounter. As a minor action, the target can end the effect to spend a healing surge + 3.

Vampiric Weapons Artificer Attack 7

You imbue your weapon with the power to drain life from your enemies and it to the weapons of your allies.

Encounter ♦ Arcane, Healing, Necrotic, Weapon
Standard Action Melee or Ranged weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 1D10 + Intelligence modifier necrotic damage, and each ally within 5 squares of you who deals damage with a weapon attack before the end of your next turn regains 1D6+7 (CON+3) hit points. An ally regains these hit points only once per use of this power.

Armour: +16 vs. Intelligence, 1D10+7 damage.

Radiant Sigil Artificer Attack 9

Brilliant light streams from the weapon you imbue with radiant might and healing power.

Daily ♦ Arcane, Healing, Radiant
Minor Action Melee touch

Target: One weapon or implement

Effect: Until the end of the encounter, any attack with the target weapon or implement deals radiant damage. Whenever any attack power with it hits, its wielder regains 7 (CON+3) hit points. As a free action, its wielder can end the effect when he or she hits a creature to daze it (save ends), and the wielder can spend a healing surge and regain 7 (CON+3) additional hit points.

Healing Figurine Artificer Utility 10

You imbue a small figure with life force, causing it to emit a golden aura that heals allies.

Daily ♦ Arcane, Healing, Summoning
Standard Action Ranged 5

Effect: You create a small healing figurine with speed 5 in an unoccupied square within range, with a +2 bonus to AC and Fortitude. Any ally who spends a healing surge while adjacent to it gains 5 (WIS+3) additional hit points. In addition, three times before the end of the encounter, an adjacent ally can use a minor action to make a saving throw *and* to regain hit points + 3 as if he or she had spent a healing surge.

Minor Action: The healing figurine administers first aid to an ally adjacent to it. The figurine uses your Heal skill for the check.