

Legion, Level 14

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Build

Ability Scores

Strength	13	+1
Constitution	20	+5
Dexterity	11	+0
Intelligence	22	+6
Wisdom	15	+2
Charisma	9	-1

Hit Points

Max HP	97
Bloodied	48
Surge value	24
Surges per day	11

Defences

AC	29
Fortitude	28
Reflex	27
Will	24

Passive Senses

Insight	19
Perception	24

Combat

Initiative	7
Speed	6

Race: Shardmind

Languages: Common, Deep Speech, Dwarven.

Crystalline Mind: Resist 10 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 13 temporary hit points.

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

Augment Energy: One weapon gains one +2 bonus as a free action. Each weapon can only be augmented 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.
6	Acrobatics	DEX	7	1		
22	Arcana	INT	13	5	4	
7	Athletics	STR	8	1		
6	Bluff	CHA	6			
6	Diplomacy	CHA	6			
14	Dungeoneering	WIS	9	5		
13	Endurance	CON	12	1	2	
16	Heal	WIS	9	5	2	
20	History	INT	13	5	2	
9	Insight	WIS	9			
6	Intimidate	CHA	6			
9	Nature	WIS	9			
14	Perception	WIS	9	5		
13	Religion	INT	13			
6	Stealth	DEX	7	1		
6	Streetwise	CHA	6			
6	Thievery	DEX	7	1		

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

Feats

Armour Proficiency—Hide: Gain proficiency in hide armour.

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.

Enhanced Resistive Formula: Resistive formula also grants temporary hit points to one ally within 5.

Paragon Defenses: Gain a +1 bonus to Fortitude, Reflex and Will.

Perfect Fracture: You can use your Shard Swarm racial power as an immediate reaction when you become bloodied.

Potent Restorables: Targets of healing powers regain 3 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.

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

Paragon Path: Battle Engineer

Aggressive Action: When you spend an action point to take an extra action, you gain a +1 bonus to weapon attack rolls and they deal 1d6 extra damage until the end of your next turn.

Brutal Enchantment: Whenever one of your artificer or battle engineer powers grants an ally a bonus to weapon damage rolls, that ally's weapon gains brutal 1 until the bonus ends.

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Assisted Targeting: Gain a +3 to any action resulting from the use of an Action Point.

Ritual Assist: Gain a +2 power bonus to checks as part of a ritual.

Rituals

Bloom (2): Cause all outdoor terrain within 20 to bloom with new growth and foliage, and become difficult terrain. Alternatively, cause crops and food-bearing plants within 20 to yield food to feed 5 people for a week. Cost: 20 bottlecaps. Time: 10 minutes.

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.

Corpse Gate (14): You create a portal, like a Linked Portal, connecting your current location to that of a corpse, expending a piece of the corpse to do so. Cost: 800 bottlecaps. Time: 1 hour. Duration: 1 round for Arcana check 19 or lower; 3 rounds for 20–39; 5 rounds for 40 or higher.

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.

Detect Object (10): For 5 minutes, you can detect the direction and distance to named object, with range determined by Arcana check result. Cost: 400 bottlecaps. Time: 10 minutes. Modify the check by –5 for an object seen once, or –10 for one described. For a check of 9 or lower, range is 5 squares; 10–19 is 10 squares; 20–29 is 30; 30–39 is 60; and 40 or higher is 100 squares.

Disenchant Magic Item (6): Destroys a magic item of level 14 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.

Enhance Vessel (10): Bolster a vehicle with eldritch power, giving a +2 bonus to speed and all defenses. Cost: 400 bottlecaps. Time: 1 hour. Duration: 24 hours.

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.

Hallucinatory Item (5): You create the illusion of a single inanimate object, such as a door, wall, weapon, and so on. Cost: 25 bottlecaps. Time: 10 minutes. Duration: 24 hours. Arcana check result: 19 or lower, maximum size is small; 20–29, maximum size is medium; 30–39, large; or 40 or higher, huge.

History Revealed (11): Touch a willing or helpless creature and see the most defining moments of its life, from most to least important. Cost: 600 bottlecaps. Time: 10 minutes. Duration: 5 minutes. Arcana check: 9 or lower, 1 scene, 10–19, 2 scenes; 20–29, 3 scenes; 30–39, 4 scenes; 40 or higher, 5 scenes.

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.

Linked Portal (8): You create a temporary shortcut linking your location with a permanent teleportation portal somewhere on the same plane. Cost: 135 bottlecaps, or 50 if modifying an existing portal. Time: 10 minutes. Duration: 1 round for Arcana check 19 or lower; 3 rounds for 20–39; 5 rounds for 40 or higher.

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.

Seek Rumour (2): You learn the same information as a Streetwise check, using your Arcana check against a DC 5 higher. Cost: 20 bottlecaps. Time: 30 minutes.

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.

Shrink (6): Shrink an object by an amount determined by an Arcana check. Cost: 50 bottlecaps. Time: 10 minutes. Arcana check result: 9 or lower, 75% for one hour; 10–19, 50% for 6 hours; 20–29, 25% for 12 hours; 30 or higher, 10% for 24 hours.

Undead Servitor (6): Imbue a medium or smaller humanoid corpse with speed 6, strength 16, knowledge of one language and the ability to move under its own power. The servitor obeys you at all times, but never makes attacks. Cost: 150 bottlecaps. Time: 1 hour.

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
Chirurgeon's Tools	20	4
Eternal Chalk	360	0
Everburning Torch	50	1
Hempen Rope (15 m)	10	10
Spellshard	100	0
Earthhide Armour +3	9000	25

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: +11 vs. AC, 1D4+4 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: +14 vs. AC, 1D10+3 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 10

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 10

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 +5 (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.

Perfect Fracture: You can use shard swarm as an immediate reaction when you become bloodied.

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 5 (CON) to damage rolls until the end of your next turn.

Armbow: +21 vs. AC, 1D10+9 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 -5 (CON) penalty to the damage roll.

Armbow: +17 vs. Reflex, 1D8+9 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 any enemy within 3 squares of the eye and hits, that enemy takes 6 (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.

Armbow: +20 vs. AC, 2D10+9 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 5 (CON) power bonus to their attack roll.

Armbow: +17 vs. Reflex, 2D8+9 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 5 (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+8 (CON+3) hit points. An ally regains these hit points only once per use of this power.

Armbow: +20 vs. AC, 1D10+9 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 8 (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 8 (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.

Greater Magic Weapon Battle Engineer Attack 11

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

Encounter ♦ Arcane, Weapon
Standard Action Melee or Ranged weapon

Target: One creature

Attack: Intelligence + 3 vs. AC

Hit: 2D10 + Intelligence modifier damage, and each adjacent ally gains a +5 (CON) power bonus to attack rolls and damage rolls until the end of your next turn.

Armbow: +23 vs. AC, 2D10+9 damage.

Fleeting Dweomer Battle Engineer Utility 12

You infuse a weapon with a brief yet powerful enchantment.

Daily ♦ Arcane
Minor Action Close burst 5

Target: One weapon or implement in burst

Effect: Choose acid, cold, fire, force, lightning or thunder. Until the end of the encounter, the target deals 6 (INT) extra damage of that type, and 10 ongoing damage (save ends) on a critical hit.

Bond of Transference Artificer Attack 13

You create an arcane connection between an enemy and your ally, drawing effects from you ally to you enemy.

Encounter ♦ Arcane, Force, Implement
Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 2D8 + Intelligence modifier force damage, and transfer one save-ends effect on an ally within 5 squares to the target. That effect lasts until the end of your next turn.

Armbow: +20 vs. Fortitude, 2D8+9 damage.

Figurine of Pelor Special Item

A small statue of Pelor grants special boons.

Effect: You gain the Bloom ritual, and may cast it once per day without expending any components. You gain a bonus to heal checks of your level divided by 5. When one of your powers grants you or an ally temporary hit points, you also gain half those hit points.