

Player Name **Thomas**

Screwloose(Durth, Murg, Shork and Flurr)		11	Artificer		Clockwork Engineer			
Character Name		Level	Class		Paragon Path		Epic Destiny	
Githzerai	Medium	39	Male	6'4"	181 lb.	Chaotic Evil	Gond	
Race		Size	Age	Gender	Height	Weight	Alignment	Deity
		Adventuring Company		RPGA Number				

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
<b>8</b>	<b>1</b>	<b>5</b>	<b>2</b>
<b>Initiative</b>			

CONDITIONAL MODIFIERS

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
<b>11</b>	<b>STR</b> Strength	<b>0</b>	<b>5</b>
<b>12</b>	<b>CON</b> Constitution	<b>1</b>	<b>6</b>
<b>12</b>	<b>DEX</b> Dexterity	<b>1</b>	<b>6</b>
<b>22</b>	<b>INT</b> Intelligence	<b>6</b>	<b>11</b>
<b>18</b>	<b>WIS</b> Wisdom	<b>4</b>	<b>9</b>
<b>10</b>	<b>CHA</b> Charisma	<b>0</b>	<b>5</b>

### HIT POINTS

<b>74</b>	<b>37</b>	<b>18</b>	<b>7</b>
MAX HP	BLOODED	HEALING SURGES	SURGES/DAY
	1/2 HP	1/4 HP	
CURRENT HIT POINTS		CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER		USED	
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES			
SAVING THROW MODS +2 Racial bonus against effects that daze, dominate, or stun			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

### SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
8	Acrobatics	DEX	6	0	n/a
17	Arcana	INT	11	5	n/a
7	Athletics	STR	5	0	n/a
11	Bluff	CHA	5	5	n/a
5	Diplomacy	CHA	5	0	n/a
9	Dungeoneering	WIS	9	0	n/a
6	Endurance	CON	6	0	n/a
9	Heal	WIS	9	0	n/a
16	History	INT	11	5	n/a
9	Insight	WIS	9	0	n/a
5	Intimidate	CHA	5	0	n/a
9	Nature	WIS	9	0	n/a
14	Perception	WIS	9	5	n/a
11	Religion	INT	11	0	n/a
6	Stealth	DEX	6	0	n/a
5	Streetwise	CHA	5	0	n/a
11	Thievery	DEX	6	5	n/a

### DEFENSES

SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>26</b>	<b>AC</b>	<b>15</b>	<b>8</b>			<b>3</b>		

CONDITIONAL BONUSES  
+5 AC against opportunity attacks

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>17</b>	<b>FORT</b>	<b>15</b>	<b>1</b>	<b>1</b>				

CONDITIONAL BONUSES  
+5 Fortitude Defense against opportunity attacks

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>21</b>	<b>REF</b>	<b>15</b>	<b>6</b>					

CONDITIONAL BONUSES  
+5 Reflex Defense against opportunity attacks

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>20</b>	<b>WILL</b>	<b>15</b>	<b>4</b>	<b>1</b>				

CONDITIONAL BONUSES  
+5 Will Defense against opportunity attacks

### ACTION POINTS

<b>Action Points</b>	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

- Iron Mind** - Use iron mind as an encounter power
- Danger Sense** - +2 to initiative
- Defended Mind** - +2 saves against daze, dominate and stun
- Shifting Fortunes** - Shift 3 when you second wind

### 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.
- Durable Artifice**
- Clockwork Coordinated Action**

### LANGUAGES KNOWN

Common, Deep Speech

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
<b>6</b>	<b>Speed (Squares)</b>	<b>6</b>		

SPECIAL MOVEMENT

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>19</b>	<b>Passive Insight</b>	<b>10</b>	<b>9</b>

<b>24</b>	<b>Passive Perception</b>	<b>10</b>	<b>14</b>
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SPECIAL SENSES

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<b>11</b>	vs <b>AC</b>	Murg's dartlauncher	1d8+4
<b>9</b>	vs <b>AC</b>	Shork's modular blade	2d4+2
<b>9</b>	vs <b>AC</b>	Modblade (sickle form)	1d6+2
<b>5</b>	vs <b>AC</b>	Unarmed (Melee)	1d4

### FEATS

- Ritual Caster** - Master and perform rituals
- Master Crafter** - Create magic items of your level + your Intelligence modifier (+6) or lower
- Defensive Minions** - +2 to all defenses of summoned creatures
- Arcane Familiar** - You gain a familiar
- Quick Familiar** - Use minor action to move your familiar, 1/ turn.
- Crossbow Caster** - use crossbow as an implement for artificer and artificer paragon path powers
- Alchemist** - Alchemist bonus feat replaces Ritual Caster class feature.
- Githzerai Mobility** - Improved defenses against opportunity attacks

### FAMILIAR

- Category:** Clockwork Scorpion
- With a metallic clattering, this construct scuttles along beside you, stinger raised to inject its stored venom.*
- Senses:** tremorsense 5
- Speed:** 6
- Constant Benefits:**  
You gain a +2 bonus to attack rolls to grab an enemy. The clockwork scorpion contains a small reservoir that can store 1 dose of a poison or alchemical oil that you can apply to a weapon. You can refill it during a rest.
- Active Benefits:**  
Scorpion's Injection: Once per encounter, when you or an ally hits an enemy adjacent to the clockwork scorpion with a weapon attack, that attack benefits from the effect of the stored substance, which is consumed.



**COMPANIONS AND ALLIES**

**SESSION AND CAMPAIGN NOTES**

**SESSION AND CAMPAIGN NOTES**

**ITEM NOTES**

**STAT NOTES**

CHARACTER NAME  
**Screwloose(Durth, Murg, Shork and Flt**

PLAYER NAME  
**Thomas**

RACE **Githzerai** CLASS **Artificer** LEVEL **11**

	SCORE	ABILITY	MOD	
<b>HP</b>	<b>11</b>	<b>STR</b>	<b>+0</b>	<b>AC</b>
<b>74</b>				<b>26</b>
<b>Spd</b>	<b>12</b>	<b>CON</b>	<b>+1</b>	<b>Fort</b>
<b>6</b>				<b>17</b>
<b>Init</b>	<b>12</b>	<b>DEX</b>	<b>+1</b>	<b>Ref</b>
<b>+8</b>				<b>21</b>
	<b>22</b>	<b>INT</b>	<b>+6</b>	<b>Will</b>
				<b>20</b>
	<b>18</b>	<b>WIS</b>	<b>+4</b>	
	<b>10</b>	<b>CHA</b>	<b>+0</b>	

**19** Passive Insight    **24** Passive Perception

Skills


8	Acrobatics	DEX	
17	Arcana	INT	(Trained)
7	Athletics	STR	
11	Bluff	CHA	(Trained)
5	Diplomacy	CHA	
9	Dungeoneering	WIS	
6	Endurance	CON	
9	Heal	WIS	
16	History	INT	(Trained)
9	Insight	WIS	
5	Intimidate	CHA	
9	Nature	WIS	
14	Perception	WIS	(Trained)
11	Religion	INT	
6	Stealth	DEX	
5	Streetwise	CHA	
11	Thievery	DEX	(Trained)

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS

**Clockwork Coordinated Action:** When you spend an action point to take an extra action, you also gain two minor actions, which you can use only to command your summoned creatures.



**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.

PLAY DATA **DUNGEONS & DRAGONS**

PLAY DATA **DUNGEONS & DRAGONS**

ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS Arcane, Healing

Standard **10** vs **Fort**    You or one ally in burst

**ACTION** **10** vs **Fort**    **RANGE**    You or one ally in burst

AT-WILL     ENCOUNTER     DAILY

**Effect:** You spend a healing surge and regain 18 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS **Artificer** LEVEL **1** BOOK **PH**

Thundering Armor

KEYWORDS Arcane, Implement, Thunder

Standard **10** vs **Fort**    You or one ally in burst

**ACTION** **10** vs **Fort**    **RANGE**    You or one ally in burst

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

**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 (+6) thunder damage, and you push the secondary target 1 square away from the primary target.  
Level 21: 2d8 + Intelligence modifier (+6) thunder damage.

Murg's dartlauncher: +14 attack, 1d8+9 damage

ADDITIONAL EFFECTS

CLASS **Artificer** LEVEL **1** BOOK **EPG**

Magic Weapon

KEYWORDS Arcane, Weapon

Standard **17** vs **AC**    One creature

**ACTION** **17** vs **AC**    **RANGE**    One creature

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

**Attack:** Intelligence +1 vs. AC  
**Hit:** 1[W] + Intelligence modifier (+6) damage, and each ally adjacent to you gains a +1 power bonus to attack rolls and a power bonus to damage rolls equal to your Constitution modifier (+1) or your Wisdom modifier (+4) until the end of your next turn.  
Level 21: 2[W] + Intelligence modifier (+6) damage, and a +2 power bonus to attack rolls.

Murg's dartlauncher: +17 attack, 1d8+9 damage  
Shork's modular blade: +16 attack, 2d4+8 damage  
Modblade (sickle form): +16 attack, 1d6+8 damage

ADDITIONAL EFFECTS

CLASS **Artificer** LEVEL **1** BOOK **EPG**

UTILITY POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

Iron Mind

KEYWORDS Arcane, Healing

Imm Inter **10** vs **Fort**    You or one ally in burst

**ACTION** **10** vs **Fort**    **RANGE**    You or one ally in burst

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

**Trigger:** You are hit by an attack.  
**Effect:** You gain a +2 bonus to all defenses until the end of your next turn.

ADDITIONAL EFFECTS

CLASS **Racial Power** LEVEL **\*** BOOK **PH3**

Healing Infusion: Curative Admixture

KEYWORDS Arcane, Healing

Minor **10** vs **Fort**    You or one ally in burst

**ACTION** **10** vs **Fort**    **RANGE**    You or one ally in burst

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

**Effect:** The target regains hit points equal to its healing surge value + your Wisdom modifier (+4), and you expend an infusion crafted with your Healing Infusion class feature.  
Level 6: Healing surge value + your Wisdom modifier (+4) + 2.  
Level 11: Healing surge value + your Wisdom modifier (+4) + 4.  
Level 16: Healing surge value + your Wisdom modifier (+4) + 6.  
Level 21: Healing surge value + your Wisdom modifier (+4) + 8.  
Level 26: Healing surge value + your Wisdom modifier (+4) + 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: +5 attack

ADDITIONAL EFFECTS

CLASS **Artificer** LEVEL **1** BOOK **EPG**

Healing Infusion: Resistive Formula

KEYWORDS Arcane

Minor **10** vs **Fort**    You or one ally in burst

**ACTION** **10** vs **Fort**    **RANGE**    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 **1** BOOK **EPG**

ENCOUNTER POWER **DUNGEONS & DRAGONS**

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ENCOUNTER POWER **DUNGEONS & DRAGONS**

### Scouring Weapon

KEYWORDS		Acid, Arcane, Weapon		USED
Standard	* ↓ *	Melee or Ranged weapon		
<b>ACTION</b>	↶ ↷	<b>RANGE</b>		
16	vs	AC	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		

**Attack:** Intelligence vs. AC  
**Hit:** 2[W] + Intelligence modifier (+6) acid damage, and the target takes a -2 penalty to AC until the end of your next turn.

Murg's dartlauncher: +16 attack, 2d8+9 damage  
 Shork's modular blade: +15 attack, 4d4+8 damage  
 Modblade (sickle form): +15 attack, 2d6+8 damage

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 1 BOOK *EPG*

### Shocking Feedback

KEYWORDS		Arcane, Lightning, Weapon		USED
Imm Interr	↓ *	Ranged weapon		
<b>ACTION</b>	↶ ↷	<b>RANGE</b>		
16	vs	AC	The triggering enemy	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		

**Trigger:** An enemy hits and deals damage to one of your allies with an attack  
**Attack:** Intelligence vs. AC  
**Hit:** 2[W] + Intelligence modifier (+6) lightning damage, and the ally hit gains resist 5 all until the end of your next turn.

Murg's dartlauncher: +16 attack, 2d8+9 damage

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 3 BOOK *Dragon 381*

### Vampiric Weapons

KEYWORDS		Arcane, Healing, Necrotic, Weapon		USED
Standard	* ↓ *	Melee or Ranged weapon		
<b>ACTION</b>	↶ ↷	<b>RANGE</b>		
16	vs	AC	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		

**Attack:** Intelligence vs. AC  
**Hit:** 1[W] + Intelligence modifier (+6) necrotic damage. Each ally within 5 squares of you who deals damage with a weapon attack before the end of your next turn regains hit points equal to 1d6 + your Constitution modifier (+1). An ally regains these hit points only once for each use of this power.

Murg's dartlauncher: +16 attack, 1d8+9 damage  
 Shork's modular blade: +15 attack, 2d4+8 damage  
 Modblade (sickle form): +15 attack, 1d6+8 damage

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 7 BOOK *EPG*

### Clockwork Soldiers

KEYWORDS		Arcane, Implement, Zone		USED
Standard	↓ 10	Area burst 2 within 10 squares		
<b>ACTION</b>	↶ 2 ↷	<b>RANGE</b>		
14	vs	Reflex		
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		

**Effect:** The burst creates a zone of miniature clockwork soldiers. The zone lasts until the end of your next turn. The zone is difficult terrain, and any enemy that starts its turn within the zone is subject to an attack.  
**Attack:** Intelligence vs. Reflex  
**Hit:** 1d8 + Intelligence modifier (+6), and the target is slowed until the end of its next turn.

Murg's dartlauncher: +14 attack

ADDITIONAL EFFECTS

CLASS Clockwork Engineer LEVEL 11 BOOK *EPG*

### Obedient Servant

KEYWORDS		Arcane, Implement, Summoning		USED
Minor	↓ 5	Ranged 5		
<b>ACTION</b>	↶ ↷	<b>RANGE</b>		
	vs			
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		

**Effect:** You create a Medium obedient servant in an unoccupied square within range. The servant has speed 6. Any marked enemy that starts its turn adjacent to the servant takes damage equal to your Wisdom modifier (+4). You can give the obedient servant the following special commands.  
**Standard action:** Melee 1 or Ranged 5; targets one creature; Intelligence + 2 vs. AC; 1d10 + Intelligence modifier (+6) damage.  
**Opportunity Attack:** Melee 1; targets one creature; Intelligence + 2 vs. AC; 1d10 + Intelligence modifier (+6) damage, and the target is marked until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 1 BOOK *EPG*

### Flameheart Defender

KEYWORDS		Arcane, Fire, Implement, Summoning		USED
Standard	↓ 5	Ranged 5		
<b>ACTION</b>	↶ ↷	<b>RANGE</b>		
	vs			
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		

**Effect:** You create a Small flameheart defender in an unoccupied square within range. The flameheart defender has speed 6. Any enemy adjacent to the flameheart defender at the start of your turn is marked by it. You can give the flameheart defender the following special commands.  
**Standard action:** Melee 1 or Ranged 5; targets one creature; Intelligence + 2 vs. AC; 2d6 + Intelligence modifier (+6) fire damage.  
**Opportunity Attack:** Melee 1; targets one creature; Intelligence + 2 vs. AC; 2d6 + Intelligence modifier (+6) fire damage.  
**No Action:** When the flameheart defender drops to 0 hit points, it must make the following attack: Close burst 2; targets each creature in burst; Intelligence vs. Reflex; 1d8 + Wisdom modifier (+4) fire damage.

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 5 BOOK *EPG*

### Relentless Harrier

KEYWORDS		Arcane, Implement, Summoning		USED
Standard	↓ 5	Ranged 5		
<b>ACTION</b>	↶ ↷	<b>RANGE</b>		
	vs			
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		

**Effect:** You create a Small relentless harrier in an unoccupied square within range. The relentless harrier has speed 8. The relentless harrier's attacks deal 1d6 extra damage to any creature granting combat advantage to it. You can give the relentless harrier the following special commands.  
**Standard action:** Melee 1; targets one creature; Intelligence + 2 vs. AC; 1d8 + Intelligence modifier (+6) damage, and the relentless harrier shifts 2 squares.  
**Opportunity Attack:** Melee 1; targets one creature; Intelligence + 2 vs. AC; 1d8 + Intelligence modifier (+6) damage.

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 9 BOOK *EPG*

### Fast Hands

KEYWORDS				USED
Free	↓	Personal		
<b>ACTION</b>	↶ ↷	<b>RANGE</b>		
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY		

**Effect:** You draw or sheathe a weapon, pick up an item in your space or adjacent to it, or retrieve or stow an item  
**Special:** You can use this power only once per round.  
**Prerequisite:** You must be trained in Thievery.

ADDITIONAL EFFECTS

CLASS Thievery LEVEL 2 BOOK *PH3*

### Energy Conversion

KEYWORDS		Arcane		USED
Imm Interr	↓ 10	Ranged 10		
<b>ACTION</b>	↶ ↷	<b>RANGE</b>		
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY		

**Trigger:** An ally takes damage from an attack  
**Target:** The triggering ally  
**Effect:** The target gains resist all equal to 5 + your Wisdom modifier (+4) against the triggering attack. After the attack is resolved, the ally gains temporary hit points equal to 5 + your Wisdom modifier (+4).

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 6 BOOK *Dragon 381*

### Healing Figurine

KEYWORDS	Arcane, Healing, Summoning	USED
Standard	5	Ranged 5
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**Effect:** You create a Small healing figurine in an unoccupied square within range. The healing figurine has speed 5. It has a +2 bonus to AC and to Fortitude. Any ally who spends a healing surge while adjacent to the figurine gains additional hit points equal to your Wisdom modifier (+4). In addition, three times before the end of the encounter, an ally adjacent to the healing figurine can use a minor action to make a saving throw and to regain hit points as if he or she had spent a healing surge. You can give the healing figurine the following special command.

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

Unarmed: +5 attack

ADDITIONAL EFFECTS

CLASS	Artificer	LEVEL	10	BOOK	EPG
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### Ritual Book

AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES

Ritual casters use a ritual book to store the rituals they have mastered.

NOTES

ITEM SLOT	WEIGHT	PRICE	BOOK
	3	50	PH

### Brew Potion

AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES

You create a potion of your level or lower. The ritual's component cost is equal to the price of the potion you create.

NOTES

ITEM SLOT	WEIGHT	PRICE	BOOK
	0		PH

UTILITY POWER

ITEM

ITEM

### Disenchant Magic Item

AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES

When you finish performing this ritual, you touch a magic item and destroy it, turning it into a quantity of residuum valued at one-fifth of the item's price. The item must be your level or lower and must be something that can be created using the Enchant Magic Item ritual.

NOTES

ITEM SLOT	WEIGHT	PRICE	BOOK
	0		PH

### Enchant Magic Item

AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES

You touch a normal item and turn it into a magic item of your level or lower. The ritual's component cost is equal to the price of the magic item you create.

You can also use this ritual to resize magic armor (for example, shrink a fire giant's magic armor to fit a halfling). There is no component cost for this use.

NOTES

ITEM SLOT	WEIGHT	PRICE	BOOK
	0		PH

### Make Whole

AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES

A single object that can fit in a 10-foot cube is completely repaired. The component cost is 20 percent of the item's cost. In cases where you attempt to repair an item not on any price list, the DM determines the cost.

NOTES

ITEM SLOT	WEIGHT	PRICE	BOOK
	0		PH

ITEM

ITEM

ITEM

### Aura Mask

AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES

When performed upon a magic item, Aura Mask makes it appear nonmagical when someone tries to use an Arcana check to detect magic. Your Arcana check result determines the DC for the Arcana check to see through your deception. The Arcana check DC to determine that an item is magical is the higher of the item's normal DC or the result of your Arcana check made as part of this ritual.

The ritual's effects last for 24 hours.

Optional Focus: You can extend the duration of this ritual indefinitely by leaving the item near a small, jeweled eye of gold and ruby wrapped in a silken blindfold. The blindfolded eye is a focus worth 100 gp. As long as the item remains within 20 squares of the focus, the Aura Mask remains in effect. You can hide or protect the ritual's focus in any way you like, as long as it remains within range. A single focus can maintain up to five Aura Masks or False Auras on five separate items, as long as they are all close enough to the focus.

NOTES

ITEM SLOT	WEIGHT	PRICE	BOOK
	0		DCD

### Mordenkainen's Joining

AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES

Two nonliving objects join together permanently. The boundary between them becomes as smooth and unnoticeable as possible—for objects that could fit together naturally, such as two blocks of stone, two planks of wood, or two pieces of a weapon, the ritual makes them completely seamless.

NOTES

ITEM SLOT	WEIGHT	PRICE	BOOK
	0		Dragon 366

### Object Reading

AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES

You see images you wish to see related to an object you hold at the completion of the ritual. Your Arcana check result determines the number of images you see that are associated with the object's past. You might choose to see a sword's last owner, the creature that forged it, and the last creature it killed.

Arcana Check Result : Images Displayed  
 9 or lower : 1 image  
 10–19 : 2 images  
 20–29 : 3 images  
 30 or higher : 5 images

NOTES

ITEM SLOT	WEIGHT	PRICE	BOOK
	0		AP

ITEM

ITEM

ITEM

### Transfer Enchantment

AC BONUS	CHECK	SPEED	QUANTITY
			1


**PROPERTIES**

You transfer the magical qualities (properties, powers, and enhancement bonus) of an enchanted item into another object. You must maintain physical contact with both items for the duration of the ritual. The receiving item must occupy the same magic item slot (head, waist, armor, and so on) and be the same type (wand, rod, weapon, and so on) as the original item. The enchantment to be moved must be valid for the receiving item, so that you cannot transfer ranged weapon properties to melee weapons, cloth-only armor properties to chainmail, and so on.

You can transfer an enchantment to an item that already contains a lower-level enchantment, but the receiving item's previous magic is lost. For example, the enhancement bonus and power of a suit of +1 barkskin hide (5th level) could be placed into a suit of +1 curseforged scale (3rd level), but the scale armor's existing power is lost in doing so. You cannot transfer an enchantment to an item that already has a higher-level enchantment.

**NOTES**

ITEM SLOT	WEIGHT	PRICE	BOOK
	0		AV

ITEM 

### Familiar Mount


AC BONUS	CHECK	SPEED	QUANTITY
			1

**PROPERTIES**

Your familiar grows to Large size and can accommodate you as a rider, and it is in active mode for the duration. You can end the ritual by returning the familiar to passive mode with a minor action. If the familiar takes damage equal to 5 + one-half your level or more, it returns to its normal size and to passive mode.

**NOTES**

ITEM SLOT	WEIGHT	PRICE	BOOK
	0		Dragon 382

ITEM 

### Fool's Gold

AC BONUS	CHECK	SPEED	QUANTITY
			1

**PROPERTIES**


You create an amount of illusory gold that vanishes after a certain amount of time. The gold looks, feels, and smells like real gold and weighs as much as real gold. You create an amount of false gold equal to the amount you spend as the ritual's component cost times a multiplier based on your Arcana check result. Your Arcana check result also determines how long the illusory gold exists. For example, if you expend 100 gp as the component cost and you achieve a result of 25 on your Arcana check, you create 1,000 gp worth of illusory gold that lasts for 4 hours.

**Arcana Check Result : Duration/Multiplier**  
 9 or lower : 1 hour/x2 multiplier  
 10-19 : 2 hours/x5 multiplier  
 20-29 : 4 hours/x10 multiplier  
 30-39 : 8 hours/x20 multiplier  
 40 or higher : 24 hours/x100 multiplier

Any creature can discern the true nature of the illusory gold by succeeding on a Perception check or Arcana check against a DC equal to your Arcana check result.

**NOTES**

ITEM SLOT	WEIGHT	PRICE	BOOK
	0		AP

ITEM 

### Arcane Mark


AC BONUS	CHECK	SPEED	QUANTITY
			1

**PROPERTIES**

You set your personal arcane mark on an object. It manifests as a unique sigil of your devising. After the first moment, it is invisible and can be seen only by a creature using Arcana to detect magic. Ritual casters use arcane marks to identify their property and sometimes to designate places of great import.

**NOTES**

ITEM SLOT	WEIGHT	PRICE	BOOK
	0		FRPG

ITEM 

### Antivenom


AC BONUS	CHECK	SPEED	QUANTITY
			1

**PROPERTIES**

Antivenom is contained in a small vial. Consuming the liquid provides additional resistance against poison.

**NOTES**

ITEM SLOT	WEIGHT	PRICE	BOOK
	0		AV

ITEM 

### Tension Wheel


AC BONUS	CHECK	SPEED	QUANTITY
			1

**PROPERTIES**

This complex device sprouts cogs and levers, and attaches to a crossbow. When activated, it increases the bowstring's tension in order to fire the projectile with greater force.

**NOTES**

ITEM SLOT	WEIGHT	PRICE	BOOK
	0		EPG

ITEM 

### Master Artisan


AC BONUS	CHECK	SPEED	QUANTITY
			1

**PROPERTIES**

You create a nonmagical item, such as a mundane weapon or a suit of mundane armor, or a piece of adventuring gear. This process usually takes at least 1 hour, and certain items might take more or less time at the DM's discretion. The component cost is equal to the item's price.

**NOTES**

ITEM SLOT	WEIGHT	PRICE	BOOK
	0		MP2

ITEM 

### Crowbar


AC BONUS	CHECK	SPEED	QUANTITY
			1

**PROPERTIES**

When a lock is too tricky to circumvent, brute strength can sometimes do the trick. A crowbar grants a +2 item bonus to Athletics checks made to open locked doors or containers.

**NOTES**

ITEM SLOT	WEIGHT	PRICE	BOOK
	4	2	Dragon 373

ITEM 

### Glass Cutter


AC BONUS	CHECK	SPEED	QUANTITY
			1

**PROPERTIES**

When breaking a window is not an option, you can use a glass cutter to create the opening you need. Using a glass cutter takes 1 minute and it opens a hole large enough to fit your arm through.

**NOTES**

ITEM SLOT	WEIGHT	PRICE	BOOK
	5	25	Dragon 373

ITEM 

### Magazine

			11
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
A rectangular magazine that attaches to the top of a repeating crossbow. A double-action lever drops a bolt into place as a free action, then fires it as a standard action. A magazine holds 10 bolts. It takes a standard action to remove an empty magazine and load a new one.			
NOTES			
ITEM SLOT	WEIGHT 1	PRICE 1	BOOK AV

ITEM

### Backpack

			1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 2	PRICE 2	BOOK PH

ITEM

### Belt Pouch (tinker tools)

			1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 0	PRICE 1	BOOK PH

ITEM

### Murg's dartlauncher

1d8	2	Crossbow	10/20
DAMAGE	PROFICIENT	GROUP	RANGE
+3 attack rolls and damage rolls		12	+3d12 damage
ENHANCEMENT		LEVEL	CRITICAL
PROPERTIES			
Load Free			
Ranged Basic Attack: +11 attack, 1d8+4 damage			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
ITEM SLOT Two-Hands	WEIGHT 6	PRICE 13000	BOOK AV

MAGIC WEAPON

### Shork's modular blade

2d4	2	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		6	+2d6 damage
ENHANCEMENT		LEVEL	CRITICAL
PROPERTIES			
Melee Basic Attack: +9 attack, 2d4+2 damage			
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
<b>Power (Encounter • Polymorph):</b> Minor Action. Change the weapon into a different weapon from any melee category (simple, military, or superior). This effect lasts until the end of the encounter, or until you end it as a minor action.			
ITEM SLOT Two-Hands	WEIGHT 10	PRICE 1800	BOOK PH

MAGIC WEAPON

### Modblade (sickle form)

1d6	2	Light Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		6	+2d6 damage
ENHANCEMENT		LEVEL	CRITICAL
PROPERTIES			
Off-hand			
Melee Basic Attack: +9 attack, 1d6+2 damage			
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
<b>Power (Encounter • Polymorph):</b> Minor Action. Change the weapon into a different weapon from any melee category (simple, military, or superior). This effect lasts until the end of the encounter, or until you end it as a minor action.			
ITEM SLOT Off-hand	WEIGHT 2	PRICE 1800	BOOK PH

MAGIC WEAPON

### Flurr's extra padded clothes

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+3 AC		11	Armor
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
<input checked="" type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
POWER			
<b>Power (At-Will):</b> Minor Action. You banish this armor to a secure extradimensional location. At any point in the future, unless you are wearing armor, you can use another minor action to recall the armor. The armor appears on you as though you had donned it normally.			
ITEM SLOT Body	WEIGHT 15	PRICE 9000	BOOK PH

MAGIC ITEM

### Bag of Holding

			1
AC BONUS	CHECK	SPEED	QUANTITY
		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. Drawing an item from a bag of holding is a minor action.			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
POWER			
ITEM SLOT	WEIGHT 0	PRICE 1000	BOOK PH

MAGIC ITEM