

# Magni Boulderbottom, Good dwarf 10th level artificer

<b>Strength</b>	11	—	+5	<b>Armor Class</b>	23
<b>Constitution</b>	15	+2	+7	<b>Fortitude</b>	20
<b>Dexterity</b>	12	+1	+6	<b>Reflex</b>	21
<b>Intelligence</b>	18	+4	+9	<b>Will</b>	21
<b>Wisdom</b>	12	+1	+6	<b>Initiative</b>	+6
<b>Charisma</b>	16	+3	+8	<b>Speed</b>	5

<b>Hit Points</b>	77
<b>Bloodied</b>	38
<b>Healing Surge</b>	19
<b>Surges/Day</b>	11
<b>Second Wind</b>	<input type="checkbox"/>
<b>Resist</b>	5 necrotic 5 poison

## Skills

Acrobatics	+6
Arcana	+14
Athletics	+5
Bluff	+8
Diplomacy	+8
Dungeoneering	+13
Endurance	+9
Heal	+11
History	+9
Insight	+11
Intimidate	+8
Nature	+6
Perception	+13
Religion	+9
Stealth	+6
Streetwise	+8
Thievery	+11

## Race and Class Features

- ◆ Low-light vision
- ◆ Languages: Common, Dwarven
- ◆ +5 racial bonus to saving throws against poison.
- ◆ **Dwarven Resilience:** You can use your second wind as a minor action instead of a standard action.
- ◆ **Dwarven Weapon Proficiency:** You gain proficiency with the throwing hammer and the warhammer.
- ◆ **Encumbered Speed:** You move at your normal speed even when it would normally be reduced by armor or a heavy load.
- ◆ **Stand Your Ground:** When an effect forces you to move—through a pull, a push, or a slide—you can move 1 square less than the effect specifies. This means an effect that normally pulls, pushes, or slides a target 1 square does not force you to move unless you want to. In addition, when an attack would knock you prone, you can immediately make a saving throw to avoid falling prone.
- ◆ **Arcane Replenishment:** Your study of magic items has given you the ability to manipulate the power contained within such objects. You can restore energy drained from a magic item. During a short rest, you can recharge an item's daily power. You can recharge an item that has a level less than or equal to 14. You can use arcane replenishment once per day, plus you gain one additional use for each milestone you reach. An item can be recharged by arcane replenishment only once per day.

## Feats

- ◆ Pact Initiate (Star Pact), Novice Power, Acolyte Power, Adept Power
- ◆ Durable, Toughness
- ◆ Ritual Caster

## Equipment

- ◆ +2 rod of Deadly Casting (+2 Attack rolls and damage rolls. Critical: +2d10 damage. If you roll a 10, you can roll the die again and add the result.)
- ◆ +3 hand crossbow, mace
- ◆ +2 Deathcut leather armor (Power (Daily; Necrotic): Immediate Reaction. You can use this power when an enemy hits you with a melee attack. Deal 1d10 + 3 necrotic damage to that enemy.)
- ◆ Cannith Goggles (+2 item bonus to Perception checks. Power (Daily): Minor action. Expend an arcane encounter or daily power to use this power. You gain darkvision until the end of the encounter or for 5 minutes if you expended an encounter power or until the end of your next extended rest if you expended a daily power.)
- ◆ +2 Amulet of False Life (+2 Fortitude, Reflex, and Will. Power (Daily): Minor Action. Use this power when you are bloodied to gain temporary hit points equal to your healing surge value.)
- ◆ Standard Adventurer's Kit
- ◆ Alchemical items: Thunderstone (2, lvl 10), Blastpatch (2, lvl 9), Smokestick (2), Potion of healing (2), Sovereign Glue

## At-Will Powers

Lvl	Name	Action	Target	Type	Attack	Effect
	+3 hand crossbow	Standard	One creature	Ranged 10/20	+11 vs AC	1d6+3 damage, 8+3d6 crit. Load free.
1	Aggravating Force Arcane, Force, Weapon	Standard	One creature	Ranged 10/20	+14 vs AC	1d6+7 force damage, 13+3d6 crit. Until the end of your next turn, the next attack against the target from one of your allies gains a +2 power bonus to the attack roll.
1	Thundering Armor Arcane, Implement, Thunder	Standard	One ally Secondary Target: One creature adjacent to the primary target	Ranged 10	+11 vs Fortitude	The primary target gains a +1 power bonus to AC until the end of your next turn. Make an attack. Secondary: 1d6+6 thunder damage, 12+2d10 crit, and you push the secondary target 1 square away from the primary target.

## Encounter Powers

Lvl	Name	Action	Target	Type	Attack	Effect
C	Healing Infusion: Curative Admixture Arcane	Minor	You and each ally in burst	Close burst 5		Each target can spend a healing surge to gain 4 temporary hit points. Special: You can use a healing infusion power twice per encounter, but only once per round.
C	Healing Infusion: Restorative Formula Arcane, Healing	Minor	You and one ally in burst	Close burst 5		The target can spend a healing surge and regain an additional 2d6 hit points. Special: You can use a healing infusion power twice per encounter, but only once per round.
C	Repair Object Arcane, Healing	Minor	One object	Melee touch		The target regains a number of hit points equal to your healing surge value. You cannot repair an object that has been reduced to 0 hit points.
7	Gale-Force Infusion Arcane, Implement	Standard	Each enemy in burst centered on one ally	Area burst 2 within 10 squares	+11 vs Reflex	1d10+6 damage 16+2d10 crit, and you slide the target 2 squares. Effect: The ally gains a +4 power bonus to AC against ranged attacks until the end of your next turn.
3	Frigid Darkness Arcane, Cold, Fear, Implement	Standard	One creature	Ranged 10	+9 vs Fortitude	2d8+4 cold damage, 20+2d10 crit, and the target grants combat advantage to you and your allies until the end of your next turn. Star Pact: The target takes a -4 penalty to AC until the end of your next turn.
1	Spike Wire Arcane, Force, Weapon	Standard	Each enemy in burst	Area burst 1 within weapon range	+14 vs Fortitude	1d6+7 force damage, 13+3d6 crit, and attacks against the target gain a +2 bonus to damage rolls until the end of your next turn.
1	Dire Radiance Arcane, Fear, Implement, Radiant	Standard	One creature	Ranged 10	+9 vs Fortitude	1d6+4 radiant damage, 10 +2d10 crit. If the target moves nearer to you on its next turn, it takes an extra 1d6 + 4 damage.

## Daily Powers

Lvl	Name	Action	Target	Type	Attack	Effect
9	Lightning Motes Arcane, Implement, Lightning	Standard	Each enemy in burst	Close burst 3	+11 vs Reflex	2d10+6 lightning damage, 26_2d10 crit, and the target is dazed (save ends). Each time the target fails the saving throw, it takes 5 lightning damage. Aftereffect: Ongoing 5 lightning damage (save ends). Miss: Half damage, and ongoing 5 lightning damage (save ends).
5	Predatory Shards Arcane, Force, Weapon, Zone	Standard	Each enemy in burst	Area burst 1 within weapon range	+14 vs AC	2d6+7 damage, 19+3d6 crit. Miss: Half damage. Effect: The burst creates a zone of magical shards that lasts until the end of the encounter. An enemy that starts its turn in the zone takes 5 force damage.
1	Dread Star Arcane, Fear, Implement, Radiant	Standard	One creature	Ranged 10	+10 vs Will	3d6+5 radiant damage, 23+2d10 crit, and the target is immobilized until the end of your next turn. Effect: The target takes a -2 penalty to Will defense (save ends).

## Utility Powers

Lvl	Name	Action	Target	Type	Effect
10	Slick Concoction Encounter; Arcane	Standard	One ally	Ranged 5	You slide the target 5 squares.
6	Phantom Structure Daily; Arcane, Conjunction	Standard		Ranged 5	You conjure a bridge, a staircase, or a ladder that appears in a space within range. The effect lasts until the end of your next turn. Bridge: 2 squares wide and 4 squares long.  Spiral Staircase: A space 2 squares on a side and 4 squares tall. The stairs are 1 square wide.  Straight Staircase: The staircase's base occupies 1 square, and the staircase rises 1 square vertically for each square it has in length. It is 4 squares long.  Ladder: The ladder occupies 1 square and is 4 squares tall. Sustain Minor: The structure or object persists.
2	Ethereal Stride Encounter; Arcane, Teleportation	Move	Personal		You can teleport 3 squares, and you gain a +2 power bonus to all defenses until the end of your next turn.

## Rituals

Comprehend Language  
Make Whole