



AC	Fort	Ref	Will	Hit Points (Bloodied 10, Full 21)
15	11	16	15	21
Action Points				Death Saves
Healing Surges (Value 5)				

Strength	bonus 0 check 0	10
athletics - 0		
Constitution	bonus 0 check 0	11
endurance - 0		
Dexterity	bonus -1 check -1	8
acrobatics - 1		
stealth - 1		
thievery - 1		
Intelligence	bonus 5 check 5	20
arcana + 10		
history + 5		
religion + 5		
Wisdom	bonus 2 check 2	14
dungeoneering + 7		
heal + 2		
insight + 7		
nature + 7		
perception + 2		
Charisma	bonus 0 check 0	10
bluff - 0		
diplomacy + 5		
intimidate - 0		
streetwise - 0		

Melee Basic Attack At-Will

Standard Action **Melee weapon**
Target: One creature **Attack:** +0 vs AC
Hit: 1d4+Strength damage.

Heroic Effort Encounter

Trigger: You miss with an attack or fail a saving throw. **Personal**
Effect: You gain a +4 racial bonus to the attack roll or the saving throw.

Sparking Fuse At-Will

Minor Action **Ranged 5**
Target: One object or unoccupied square
Effect: The target sheds bright light until the end of the encounter or until you use this power again. The light fills the target's space and all squares within 4 squares of it. Putting out the light is a free action.

Ghost Sound At-Will

Standard Action **Ranged 10**
Target: One object or unoccupied square
Effect: You cause a sound as quiet as a whisper or as loud as a yelling or fighting creature to emanate from the target. You can produce nonvocal sounds such as the ringing of a sword blow, jingling armor, or scraping stone. If you whisper, you can whisper quietly enough that only creatures adjacent to the target can hear your words.

Prestidigitation At-Will

Standard Action **Ranged 2**
Effect: Use this cantrip to accomplish one of the effects given below:
 ♦ Change the color of items in 1 cubic foot.
 ♦ Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor.
 ♦ Clean or soil items in 1 cubic foot.
 ♦ Instantly light (or snuff out) a candle, a torch, or a small campfire.
 ♦ Chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.
 ♦ Make a small mark or symbol appear on a surface for up to 1 hour.
 ♦ Produce out of nothingness a small item or image that exists until the end of your next turn.
 ♦ Make a small, handheld item invisible until the end of your next turn.

Cloud of Shrapnel At-Will

Standard Action **Area 1 square within 10 squares**
Target: Each creature in square **Attack:** +6 vs Reflex
Hit: 1d6+Intelligence force damage.
Effect: The power's area becomes a zone that lasts until the end of your next turn or until you end it as a minor action. Any creature that enters the zone or starts its turn there takes 2 force damage (minimum 1). A creature can take this damage only once per turn.

Aim At Your Feet At-Will

Standard Action **Close burst 1**
Target: Each creature in the burst **Attack:** +6 vs Fortitude
Hit: 1d6+Intelligence fire damage, and you push the target up to 2 squares.

Bombmaster's Incendiary Detonation Encounter

Standard Action **Area burst 1 within 10 squares**
Target: Each creature in the burst **Attack:** +6 vs Reflex
Hit: 1d6+Intelligence force damage, and you knock the target prone.
Effect: The burst creates a zone of licking flames that lasts until the end of your next turn. Each enemy that enters the zone or starts its turn there takes 2 fire damage. An enemy can take this damage only once per turn.

Hyper Bomb Daily

Standard Action **Area burst 2 within 10 squares**
Target: Each creature in the burst **Attack:** +6 vs Reflex
Hit: 2d6+Intelligence thunder damage, and you slide the target 1 square.
Miss: Half damage.
Effect: The burst creates a zone of rushing winds that lasts until the end of your next turn. As a minor action, you can slide one creature within the zone 2 squares. As a move action, you can move the zone 6 squares.
Sustain Minor: The zone persists, and you can slide one creature within the zone 2 squares.

Racial Traits

Bonus Feat: Choose an extra feat at 1st level.
Bonus Skill: Trained in one additional class skill.
Robot Defense Bonuses: +1 to Fortitude, Reflex, and Will.
Robot Power Selection: Choose an option for your human character.

Class Features

Arcane Implement Mastery: Gain a specialization in an arcane implement of your choice
Arcanist Ritual Casting: Gain Ritual Caster feat
Orb of Imposition: Encounter, free; with orb, penalize foe's next saving throw against your spell, or extend duration of your at-will spell one round.

Feats

Alchemist: Create alchemical items; can replace Ritual Caster class feature
Coordinated Explosion: +1 to attack rolls with blast or burst if ally is in area
Orb Expertise: When using an orb implement: +1/2/3 (by tier) to attacks. +1 to push, pull, or slide effects you cause

Initiative -1 Speed 6