



SKAMOS REDMOON

MALE TIEFLING WIZARD

LEVEL 1 UNALIGNED



"This is much harder than it looks. I wouldn't expect you to understand."

Ability Score	Value	Modifier		
STRENGTH	10	+0	ARMOR CLASS	15
CONSTITUTION	10	+0	FORTITUDE DEFENSE	10
DEXTERITY	14	+2	REFLEX DEFENSE	15
INTELLIGENCE	20	+5	WILL DEFENSE	13
WISDOM	9	-1	INITIATIVE	+2
CHARISMA	12	+1	SPEED (SQUARES)	6
HIT POINTS	20		HEALING SURGE HP HEALED	5
BLOODIED	10		HEALING SURGES/DAY	6
			SECOND WIND	<input type="checkbox"/>

(Use second wind up to 1/encounter)

Current Hit Points	Current Surge Uses

Basic Attack Name	Attack Bonus	Damage	Range/Properties
Dagger	+3 vs. AC (+5 thrown)	1d4 (1d4+2 thrown)	5 squares normal/10 squares max
Magic Missile	+5 vs. Reflex	2d4+5	20 squares

FEATS

Skill Training: Stealth (already added)

SKILLS

Passive Insight	9
Passive Perception	9
Acrobatics	+2
Arcana	+10
Athletics	+0
History	+10
Insight	-1
Nature	+10
Perception	-1
Stealth	+9

SPELLS (Arcane Powers)

See back of character sheet.

EQUIPMENT

3 daggers, wand, spellbook, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

RACE AND CLASS FEATURES

Bloodhunt (+1 racial bonus to attacks vs. bloodied foes)

Fire Resistance (resist fire 5)

Infernal Wrath (see back)

Arcane Implement Mastery: Wand of Accuracy

(once per encounter as a free action, gain a +2 bonus to an attack roll; you must be wielding your wand)

Cantrips (see back)

Ritual Casting (can use rituals)

Spellbook (when you begin the adventure, and after each extended rest, pick one of two daily spells - you can use that spell until you select again after an extended rest)

Languages: Common, Elven, and Goblin

Low-Light Vision

Note: Some race and class features are already added into the character's statistics and are not listed on the sheet.

SPELLS (ARCAINE POWERS)

Your powers are called spells, since they are from the arcane power source. Some of your powers require you to have your wand (also called an implement) in hand. If a power does not state “implement”, then you don’t need to have your wand in your hand.

At-Will Powers

Ghost Sound

Wizard Cantrip

With a wink, you create an illusory sound that emanates from somewhere close by.

At-Will ♦ Arcane, Illusion

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.

Magic Missile

Wizard Attack 1

You launch a silvery bolt of force at an enemy.

At-Will ♦ Arcane, Force, Implement

Standard Action Ranged 20

Target: One creature

Attack: +5 vs. Reflex

Hit: 2d4 + 5 force damage.

Special: This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.

Light

Wizard Cantrip

With a wave of your hand, you cause a bright light to appear on the tip of your staff, upon some other object, or in a nearby space.

At-Will ♦ Arcane

Minor Action Ranged 5

Target: One object or unoccupied square

Effect: You cause the target to shed bright light. The light fills the target’s square and all squares within 4 squares of it. The light lasts for 5 minutes. Putting out the light is a free action.

Special: You can have only one *light* cantrip active at a time. If you create a new light, your previously cast light winks out.

Mage Hand

Wizard Cantrip

You gesture toward an object nearby, and a spectral floating hand lifts the object into the air and moves it where you wish.

At-Will ♦ Arcane, Conjuration, Force

Minor Action Ranged 5

Effect: You conjure a spectral, floating hand in an unoccupied square within range. The hand picks up, moves, or manipulates an adjacent object weighing 20 pounds or less and carries it up to 5 squares. If you are holding the object when you use this power, the hand can move the object into a pack, a pouch, a sheath, or a similar container and simultaneously move any one object carried or worn anywhere on your body into your hand.

As a move action, you can move the hand up to 5 squares. As a free action, you can cause the hand to drop an object it is holding, and as a minor action, you can cause the hand to pick up or manipulate a different object.

Sustain Minor: You can sustain the hand indefinitely.

Special: You can create only one hand at a time.

Scorching Burst

Wizard Attack 1

A vertical column of golden flames burns all within.

At-Will ♦ Arcane, Fire, Implement

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: +5 vs. Reflex

Hit: 1d6 + 5 fire damage.

Encounter Power

Force Orb

Wizard Attack 1

You hurl an orb of magical force at an enemy. It bursts against the target and throws off razor-sharp shards of force that cut nearby enemies to ribbons.

Encounter ♦ Arcane, Force, Implement

Standard Action Ranged 20

Primary Target: One creature or object

Attack: +5 vs. Reflex

Hit: 2d8 + 5 force damage. Make a secondary attack.

Secondary Target: Each enemy adjacent to the primary target

Secondary Attack: +5 vs. Reflex

Hit: 1d10 + 5 force damage.

Infernal Wrath

Tiefling Racial Power

You call upon your furious nature to improve your odds of harming your foe.

Encounter

Minor Action Personal

Effect: You can channel your fury to gain a +1 power bonus to your next attack roll against an enemy that hit you since your last turn. If your attack hits and deals damage, do +1 extra damage.

Daily Powers (Pick One at Each Extended Rest)

Acid Arrow

Wizard Attack 1

A shimmering arrow of green, glowing liquid streaks to your target and bursts in a spray of sizzling acid.

Daily ♦ Acid, Arcane, Implement

Standard Action Ranged 20

Primary Target: One creature

Attack: +5 vs. Reflex

Hit: 2d8 + 5 acid damage, and ongoing 5 acid damage (save ends). Make a secondary attack.

Secondary Target: Each creature adjacent to the primary target

Secondary Attack: +5 vs. Reflex

Hit: 1d8 + 5 acid damage, and ongoing 5 acid damage (save ends).

Miss: Half damage, and ongoing 2 acid damage to primary target (save ends), and no secondary attack.

Sleep

Wizard Attack 1

You exert your will against your foes, seeking to overwhelm them with a tide of magical weariness.

Daily ♦ Arcane, Implement, Sleep

Standard Action Area burst 2 within 20 squares

Target: Each creature in burst

Attack: +5 vs. Will

Hit: The target is slowed (save ends). If the target fails its first saving throw against this power, the target becomes unconscious (save ends).

Miss: The target is slowed (save ends).