

Hodar

Unaligned male Tiefling Wizard (Mage)

 18 5' 6" 140 lbs. Medium Kelmvor
 Age Height Weight Size Deity

7500

Total XP 10000

Defenses

19	18	21	20
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP (Bloodied 25) 50	Temp HP
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Current Hit Points

Healing Surges

Surge Value	Surges/Day
12	8

Current Conditions:

Combat Statistics and Senses

Initiative	4
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Conditional Modifiers:

Speed	6
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Special Movement:

Passive Insight	20
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Passive Perception	15
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Special Senses: Low-light

Action Points

Action Points	Milestones	Action Points
<input type="text"/>	0	1
	1	2
	2	3

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.

Second Wind (one per encounter)

 Used

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

Death Saving Throw Failures

Saving Throw Mods	0
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Resistances/Vulnerabilities

Resist 8 Fire

Current Conditions and Effects

Basic Attacks

Melee

Accurate staff of Missile Mastery +2

7	1d8+1
Strength vs. AC	Damage

Ranged

Unarmed

3	1d4
Dexterity vs. AC	Damage

Languages

Common, Goblin



Abilities

Ability	Score	Check
STR Strength	8	2
CON Constitution	14	5
DEX Dexterity	10	3
INT Intelligence	20	8
WIS Wisdom	14	5
CHA Charisma	14	5

Skills

Skill	Ability	Score
Acrobatics	Dexterity	3
Arcana	Intelligence ✓	13
Athletics	Strength	2
Bluff	Charisma	7
Diplomacy	Charisma	5
Dungeoneering	Wisdom ✓	10
Endurance	Constitution	7
Heal	Wisdom	5
History	Intelligence ✓	13
Insight	Wisdom ✓	10
Intimidate	Charisma	7
Nature	Wisdom	5
Perception	Wisdom	5
Religion	Intelligence	8
Stealth	Dexterity	5
Streetwise	Charisma	5
Thievery	Dexterity	3



Character Details

Background

Thay

Theme

Spellscarred Harbinger

Mannerisms and Appearance

Personality Traits

Adventuring Company

Inverness Invaders

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Circlet of Arcane Extension...

Neck

Amulet of Protection +2

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Accurate staff of Missile Mastery...

Waist

Armor

Battle Harness Cloth Armor...

Tattoo

Feet

Ki Focus

Other Equipment

Adventurer's Kit
Climber's Kit
Dragonfire Tar (level 8)

Total Weight (lbs.) **52**

Carrying Capacity (lbs.)

Treasure
18 gp

Normal **80**

Heavy **160**

Max **400**

C2 Pregenerated Character

Player Name

Hodar

Character Name



Racial Features

Bloodhunt

+1 on attacks against bloodied foes.

Fire Resistance

Resist fire 5 + 1/2 level.

Infernal Wrath

You have the infernal wrath power

Class/Other Features

Evocation Apprentice

If any dice show a result of 1 on an arcane evocation power's damage roll, reroll one of those dice, use new result

Mage's Spellbook

Gain mage's spellbook

Pyromancy Apprentice

+1/2/3 (by tier) to damage rolls with arcane fire attacks. Your attacks ignore fire resistance.

Spellscarred Harbinger Starting Feature

Gain dimension shift (teleport 2 squares as minor action 1/encounter), twist fate (reroll failed save 1/encounter), or vanish (become invisible till start of next turn, minor action, 1/encounter)

Vanish

become invisible once per encounter.

Evocation Expert

You gain a +2 bonus to Endurance checks and Intimidate checks.

Spellscarred Harbinger Level 5 Feature

Gain the spellscar empowerment power

Feats

Staff Expertise

While using a staff as a weapon or implement: +1/2/3 to attack rolls, ranged attacks don't provoke opportunity attacks, +1 reach

Improved Defenses

+1/2/3 bonus (by tier) to Fortitude, Reflex, and Will.

Enlarge Spell

-2 to each damage die to increase wizard at-will or encounter attacks blast or burst size by 1

Superior Implement Training (Accurate staff)

Can use Accurate staffs

Hodar
Level 6 Tifling Wizard (Mage)

HP	SCORE	ABILITY	MOD	AC
50	8	STR	-1	19
Spd	14	CON	2	Fort
6	10	DEX	0	18
Init	20	INT	5	Ref
+4	14	WIS	2	21
	14	CHA	2	Will
				20

20 Passive Insight
15 Passive Perception


Player Name: C2 Pregenerated Character

Skills

Acrobatics	Dexterity	3
Arcana	Intelligence	• 13
Athletics	Strength	2
Bluff	Charisma	7
Diplomacy	Charisma	5
Dungeoneering	Wisdom	• 10
Endurance	Constitution	7
Heal	Wisdom	5
History	Intelligence	• 13
Insight	Wisdom	• 10
Intimidate	Charisma	7
Nature	Wisdom	5
Perception	Wisdom	5
Religion	Intelligence	8
Stealth	Dexterity	5
Streetwise	Charisma	5
Thievery	Dexterity	3

• indicates a trained skill.

Action Point
Base action points: 1



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.

Encounter Special

Melee Basic Attack
At-Will ♦ Standard Action

Accurate staff of Missile Mastery +2: +7 vs. AC, 1d8+1 damage
Melee weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon
Attack: Strength vs. AC
Hit: 1[W] + Str modifier (-1) damage.
Level 21: 2[W] + Str modifier (-1) damage.

Additional Effects
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Basic Attack

Ranged Basic Attack
At-Will ♦ Standard Action

Unarmed: +3 vs. AC, 1d4 damage
Ranged weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon
Attack: Dexterity vs. AC
Hit: 1[W] + Dex modifier (+0) damage.
Level 21: 2[W] + Dex modifier (+0) damage.

Additional Effects
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Basic Attack

Arc Lightning
At-Will ♦ Standard Action

Accurate staff of Missile Mastery +2: +12 vs. Reflex, 1d6+7 damage
Ranged 20 **Target:** One or two creatures

Lightning leaps from your outstretched hand, weaving safely through your allies to slam into your foes.

Keywords: Arcane, Evocation, Implement, Lightning
Attack: Intelligence vs. Reflex
Hit: 1d6 + Int modifier (+5) lightning damage.

Additional Effects
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Wizard Attack 1

Hypnotism
At-Will ♦ Standard Action

Accurate staff of Missile Mastery +2: +12 vs. Will
Ranged 10 **Target:** One enemy

Your piercing gaze and whispered word let you seize momentary control of your enemy's mind.

Keywords: Arcane, Charm, Enchantment, Implement
Attack: Intelligence vs. Will
Hit: Choose one of the following effects:
* The target uses a free action to make a melee basic attack against a creature of your choice, with a +4 power bonus to the attack roll.
* You slide the target up to 3 squares.

Additional Effects
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Wizard Attack 1

Magic Missile
At-Will ♦ Standard Action

Accurate staff of Missile Mastery +2: 11 damage
Ranged 20 **Target:** One creature

A glowing blue bolt of magical energy hurtles from your finger and unerringly strikes your target.

Keywords: Arcane, Evocation, Force, Implement
Effect: 2 + Int modifier (+5) force damage.
Special: If the implement used with this power has an enhancement bonus, add that bonus to the damage. In addition, you can use this power as a ranged basic attack.

Additional Effects

Wizard Attack 1

Burning Hands
Encounter ♦ Standard Action

Accurate staff of Missile Mastery +2: +12 vs. Reflex, 2d6+8 damage
Close blast 5 **Target:** Each creature in the blast

A gout of flame erupts from your hands and scorches nearby foes.

Keywords: Arcane, Evocation, Fire, Implement
Attack: Intelligence vs. Reflex
Hit: 2d6 + Int modifier (+5) fire damage.
Miss: Half damage.

Additional Effects
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Wizard Attack 1 Used

Charm of Misplaced Wrath

Encounter ♦ Standard Action

Accurate staff of Missile Mastery +2: +12 vs. Will

Ranged 10 **Target:** One enemy

You bend your foe's mind, filling it with wrath even as you twist its senses.

Keywords: Arcane, Charm, Enchantment, Implement

Attack: Intelligence vs. Will

Hit: You slide the target up to 3 squares. The target is then dazed until the end of your next turn.

Effect: The target makes a basic attack against a creature of your choice as a free action. The basic attack gains a +2 power bonus to the damage roll.

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Wizard Attack 1 Used

Maze of Mirrors

Encounter ♦ Standard Action

Accurate staff of Missile Mastery +2: +12 vs. Will

Area burst 1 within **Target:** Each creature in the burst
10 squares

You envelop your enemies in an illusory labyrinth of mirrors, which conceals the world around them.

Keywords: Arcane, Illusion, Implement

Attack: Intelligence vs. Will

Hit: The target is immobilized and takes a -4 penalty to attack rolls until the end of your next turn.

Miss: The target is slowed until the end of your next turn.

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Wizard Attack 3 Used

Shock Sphere

Encounter ♦ Standard Action

Accurate staff of Missile Mastery +2: +12 vs. Reflex, 2d6+7 damage

Area burst 2 within **Target:** Each creature in the burst
10 squares

You hurl a crackling orb of lightning that explodes at a point you designate, engulfing all nearby creatures in its electric embrace.

Keywords: Arcane, Evocation, Implement, Lightning

Attack: Intelligence vs. Reflex

Hit: 2d6 + Int modifier (+5) lightning damage.

Miss: Half damage.

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Wizard Attack 3 Used

Fountain of Flame

Daily ♦ Standard Action

Accurate staff of Missile Mastery +2: +12 vs. Reflex, 3d8+8 damage

Area burst 1 within **Target:** Each enemy
10 squares in the burst

You weave a fiery pillar that spins like a top. With each revolution, it douses your enemies with searing heat.

Keywords: Arcane, Evocation, Fire, Implement, Zone

Attack: Intelligence vs. Reflex

Hit: 3d8 + Int modifier (+5) fire damage.

Miss: Half damage.

Effect: The burst creates a zone that lasts until the end of the encounter. Any enemy that enters the zone or ends its turn there takes 5 fire damage.

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Wizard Attack 1 Used

Phantom Chasm

Daily ♦ Standard Action

Accurate staff of Missile Mastery +2: +12 vs. Will, 2d6+7 damage

Area burst 1 within **Target:** Each enemy
10 squares in the burst

Your enemies shriek in terror as, at least in their mind's eye, a bottomless pit opens beneath their feet.

Keywords: Arcane, Illusion, Implement, Psychic, Zone

Attack: Intelligence vs. Will

Hit: 2d6 + Int modifier (+5) psychic damage, and the target falls prone. The target is immobilized until the end of its next turn.

Miss: Half damage, and the target falls prone.

Effect: The burst creates a zone that lasts until the end of the encounter. Any enemy that enters the zone falls prone.

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Wizard Attack 1 Used

Fireball

Daily ♦ Standard Action

Accurate staff of Missile Mastery +2: +12 vs. Reflex, 4d6+8 damage

Area burst 3 within **Target:** Each creature in the burst
20 squares

A globe of orange flame coalesces in your hand. You hurl it at your enemies, and it explodes on impact.

Keywords: Arcane, Evocation, Fire, Implement

Attack: Intelligence vs. Reflex

Hit: 4d6 + Int modifier (+5) fire damage.

Miss: Half damage.

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Wizard Attack 5 Used

Visions of Avarice

Daily ♦ Standard Action

Accurate staff of Missile Mastery +2: +12 vs. Will

Area burst 5 within
10 squares

The illusion of a fabulous treasure appears out of thin air. Your enemies throw aside caution to seize it.

Keywords: Arcane, Illusion, Implement, Zone

Effect: The burst creates a zone in its origin square. The zone lasts until the end of your next turn. You then make the primary attack.

Primary Target: Each enemy in the burst

Primary Attack: Intelligence vs. Will

Hit: You pull the primary target up to 4 squares toward the zone. If the primary target is then in the zone or adjacent to it, the primary target is immobilized (save ends).

Sustain Minor: The zone persists until the end of your next turn, and you make the secondary attack.

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Wizard Attack 5 Used

Disrupt Undead

At-Will ♦ Minor Action

Ranged 5 **Target:** One undead creature

A simple gesture causes the darkness powering and protecting an undead creature to unravel.

Keywords: Arcane, Necromancy, Shadow

Effect: The target's necrotic resistance, if any, is reduced by 5 until the end of your turn.

Additional Effects

Wizard Utility

Light

At-Will ♦ Minor Action

Ranged 5 **Target:** One object or unoccupied square

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.

Keyword: Arcane

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.

Additional Effects

Wizard Utility

Mage Hand

At-Will ♦ Minor Action



Ranged 5

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

Keywords: Arcane, Conjuration

Effect: You conjure a spectral, floating hand in an unoccupied square within range. The hand lasts until the end of your next turn or until you use this power again. If you are holding an 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. While the hand persists, you can take the following actions.

Minor Action: The hand picks up or manipulates an object weighing 20 pounds or less. It can hold only one object at a time.

Move Action: The hand moves up to 5 squares in any direction, carrying the object it holds.

Free Action: The hand drops the object it is holding.

Sustain Minor: The hand persists until the end of your next turn.

Additional Effects

Wizard Utility

Infernal Wrath

Encounter ♦ Free Action



Close burst 10 **Target:** The triggering enemy in the burst

You call upon the hellfire burning in your soul to punish your enemy.

Keyword: Fire

Trigger: An enemy within 10 squares of you hits you.

Effect: The target takes 1d6 + Int modifier (+5) or Cha modifier (+2) fire damage.

Additional Effects

Tiefling Racial Power

Used

Shield

Encounter ♦ Immediate Interrupt



Personal
You throw up your hand, and a shield of arcane energy springs into existence, protecting you against imminent attacks.

Keyword: Arcane

Trigger: You are hit by an attack.

Effect: You gain a +4 power bonus to AC and Reflex until the end of your next turn.

Additional Effects

Wizard Utility 2

Used

Spellscar Empowerment

Daily ♦ No Action



Special
You unlock your hidden power, blue flames surrounding you as you lash out.

Keyword: Arcane

Trigger: You hit an enemy with an attack.

Effect: The enemy you hit is dazed until the end of your next turn. You take damage equal to 5 + one-half your level.

Additional Effects

Spellscarred Harbinger Utility

Used

Visions of Avarice...

Daily ♦ Minor Action



Accurate staff of Missile Mastery +2: +12 vs. Will

Close burst 5 centered on the zone

The illusion of a fabulous treasure appears out of thin air. Your enemies throw aside caution to seize it.

Keywords: Arcane, Illusion, Implement, Zone

Requirement: The Visions of Avarice power must be active to use this power.

Secondary Target: Each enemy in the burst

Attack: Intelligence vs. Will

Hit: You pull the secondary target up to 4 squares toward the zone.

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Used

Expeditious Retreat

Daily ♦ Move Action



Personal
Your form blurs as you hastily withdraw from the battlefield.

Keyword: Arcane

Effect: You shift up to twice your speed.

Additional Effects

Wizard Utility 2

Used

Dimension Door

Daily ♦ Move Action



Personal
You trace the outline of a doorway in front of you, step through the portal, and reappear somewhere else nearby.

Keywords: Arcane, Teleportation

Effect: You teleport up to 10 squares.

Additional Effects

Wizard Utility 6

Used

Invisibility

Daily ♦ Standard Action



Ranged 5 **Target:** You or one creature

A creature you choose vanishes from sight.

Keywords: Arcane, Illusion

Effect: The target becomes invisible until the end of your next turn. If the target makes an attack, the invisibility ends.

Sustain Standard: If the target is within 5 squares of you, the invisibility persists until the end of your next turn.

Additional Effects

Wizard Utility 6

Used

Circlet of Arcane Extension...

Head Slot Item ♦ Level 5

Power
Power (Daily): Minor. Until the end of your turn, the range of your ranged arcane powers increases by 5 squares.

Amulet of Protection +2

Neck Slot Item ♦ Level 6

Enhancement: +2 Fortitude, Reflex, and Will

Dragonfire Tar (level 8)

Alchemical ♦ Level 8

Power

Power (Consumable • Fire): Standard Action. Make an attack: Ranged 5/10; +11 vs. Reflex; on a hit, the target takes ongoing 5 fire damage (save ends).

Battle Harness Cloth Armor...

Armor ♦ Level 4

Enhancement: +1 AC

Properties

- ♦ As a free action, you can draw a sheathed weapon or retrieve a stowed item.
- ♦ You gain a power bonus to initiative equal to the item's enhancement bonus.

Accurate staff of Missile...

Staff ♦ Level 7

Damage: 1d8

Proficiency Bonus: 2

Properties: Accurate

Enhancement: +2 attack rolls and damage rolls

Critical: +2d6 damage

Property

When you use magic missile with this implement, you gain an item bonus to the damage equal to the staff's enhancement bonus.

Power

Power (Daily): Free Action. Use this power when you cast magic missile. Target one or two creatures with the attack. No target can be more than 5 squares from any other target.