



YUGI VORAG

MALE TIEFLING WIZARD

LEVEL 3 UNALIGNED

"The elements are mine to command."



Ability Score

STRENGTH

Value

10

Modifier

+0

ARMOR CLASS

14

CONSTITUTION

14

+2

FORTITUDE DEFENSE

14

DEXTERITY

11

+0

REFLEX DEFENSE

16

INTELLIGENCE

18

+4

WILL DEFENSE

16

WISDOM

13

+1

INITIATIVE

+1

CHARISMA

14

+2

SPEED (SQUARES)

6

ACTION POINTS

1

HIT POINTS 32

HEALING SURGE HP HEALED 8

SECOND WIND

☐

BLOODIED 16

HEALING SURGES/DAY 8

(Use second wind up to 1/encounter)

Current Hit Points

Current Surge Uses

Basic Attack Name

+1 Staff of Winter

Magic Missile

Attack Bonus

+4 vs. AC

+6 vs. Reflex

Damage

1d8

2d4+5

Range/Properties

20 squares (assumes +1 staff)

FEATS

Burning Blizzard

Hellfire Blood

Ritual Casting

RACE AND CLASS FEATURES

Resist Fire 6

Staff of Defense (PH157)

SKILLS (For skills not listed bonus is 1 + ability modifier)

Passive Insight 12

Passive Perception 12

Arcana +10

Athletics +2

Bluff +5

Dungeoneering +10

History +10

Insight +2

Perception +2

Stealth +4

Languages: Common, Imperial

Low-light Vision

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

EQUIPMENT

+1 *staff of winter* (PH242), +1 *sylvan cloth armor*, +1 *cloak of resistance* (PH250), residuum (30 gp), spellbook, backpack, bedroll, flint and steel, belt pouch, 50 ft. hemp rope, waterskin (full), sunrod ☐

BACKGROUND

In the early dawn of the Empire, your family mingled its blood with that of foul creatures made of magic so that they might better serve the Emperor. It was a sacrifice that they were willing make for the glory of his Eternal Majesty and your family has been highly regarded ever since.

Like many in your family, you attended the Imperial War College and learned the skills of a wu-jen. Able to commune with the kami of the elements, you have access to vast destructive power. Some call it boasting, but you feel it is best to be honest. Commonfolk do not understand the mental discipline it takes to call down the power of the firestorm or the freezing cold of winter, but they are right to fear you.

Captain Kayako: Kayako is an honorable woman and she makes wise decisions that have served your unit well. You know that she has been briefed on why you have come to this province, the closest to the capital in conquered Aeris, and you will provide an honorable example to these conquered people that they might understand the Eternal Emperor's compassion for them.

Fursnogg: The orc from the northern wastes does not respect you, seeing only your frail body instead of the vast power of your mind. He is a filthy animal you try to avoid.

Mokey Takemi: You do not understand why the corrupt warlock has been assigned to your unit. Your arcane powers have always proved sufficient in the past. You will just have to be certain to prove yourself superior to Takemi's weak magic in the field.

Rargol the Green: The dragonborn are blessed by the gods and Rargol is prime example. He is loyal, honorable, and skilled with arms. He shares a passion to discuss the History of the Empire and the two of you have had several long talks about the past.

SPELLS (ARCANES POWERS)

At-Will Powers

Ghost Sound (PH158)

Light (PH158)

Mage Hand (PH158)

Magic Missile (PH159)

Prestidigitation (PH159)

Scorching Burst (PH159)

Encounter Powers

Icy Rays (PH161)

Icy Terrain (PH160)

Infernal Wrath (PH48)

Daily Power

Acid Arrow (PH160)

Or

Freezing Cloud (PH160)

Utility Power

Expeditious Retreat (PH160)

Or

Jump (PH160)

Rituals

Make Whole (PH309)

Tenser's Floating Disk (PH312)

Silence (PH312)