

Storm Mage

Medium natural humanoid Artillery

⬇ **Quarterstaff** (std; at-will) ⬆
Weapon

+5 vs. AC; 1d8+1 damage.

⌚ **Magic Missile** (std; at-will) ⬆
Arcane, Force, Implement

Ranged 20; +9 vs. Reflex; 2d4+5 force damage.

⚡ **Trinary Bolt** (std; enc) ⬆ **Arcane, Implement, Lightning**

Make 3 attacks, each one against a unique target: ranged 10; +7 vs. Reflex; 1d6+5 lightning damage.

⚡ **Thunderclap** (std; enc) ⬆ **Arcane, Implement, Lightning**

Area burst 1 within 10; +7 vs. Fortitude; 1d10+5 thunder damage, and the target is dazed (save ends).

Medium natural humanoid Level 4 Artillery

Initiative +4

Senses Perception +5

HP 42

AC 16; **Fortitude** 12, **Reflex** 15, **Will** 14

Speed 6





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