

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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