

Agamemnon Quickfire (Barakas)

Str	9	-1	+5
Con	13	+1	+7
Dex	13	+1	+7
Int	23	+6	+12
Wis	15	+2	+8
Cha	13	+1	+7

Initiative	+7	Class	Feat	Stat	Magic	Misc
Speed	6	Class	Race	Stat	Magic	Misc
AC	27	Armor	Shield	Stat	Magic	Misc
Fortitude	20	Class	Race	Stat	Magic	Misc
Reflex	25	Class	Shield	Stat	Magic	Misc
Will	23	Class	Race	Stat	Magic	Misc

HP	Action points:	7 healing surges @ 22 hp
91		
Bloodied		
45		

XP	Level	13
Passive Insight	+23	
Passive perception	+18 (low-light)	
Acrobatics	+7	Dex
Arcana	+19	Int
Athletics	+5	Str
Bluff	+11	Cha
Diplomacy	+12	Cha
Dungeoneering	+8	Wis
Endurance	+9	Con
Heal	+8	Wis
History	+19	Int
Insight	+13	Wis
Intimidate	+9	Cha
Nature	+8	Wis
Perception	+8	Wis
Religion	+19	Int
Stealth	+11	Dex
Streetwise	+7	Cha
Thievery	+7	Dex

Staff of Vyrelis +4

FIRE +19 attack, +15 damage. OTHER 18 attack, +14 damage. +4 dmg vs bloodied. +3 dmg if 2+ hits
Evocation powers ignore damage resistance. Reroll a single 1 for evocation damage once
Target hit with illusion powers takes -2 penalty to next attack roll vs caster
6 Extra damage with standard actions when using action point
Daily: wis check to regain power

Standard	Targeting	Attack	Dmg	Additional info
Magic Missile	R20	Auto	13	Counts as Ranged basic attack
Arc Lightning	R10 2x	Ref	1d6	
Thunderwave	Cbl3	Fort	1d6	Hit: push 1sq
Second Wind				Spend a healing surge, gain +2 to all defenses
Glorious Presence	Cbu2	Will	2d6	Hit: push 1sq, effect: ally +1 tmp hp
Fire Shroud	Cbu3	Fort	1d8	Hit: 5 ongoing fire damage, save ends
Lightning Bolt	R10 3x	Ref	2d6	Miss: half damage
Storm Cage	R20 Bu2	Ref	4d6	Conjure Wall in outer sq ueont, 10dmg enters/adjacent
Prismatic Burst	R20 Bu2	Ref	3d6	Hit: blinded ueoynt, miss: concealment vs target
Flaming Sphere	R10	Ref	2d6	Creates medium sphere, sustain minor
Fountain of Flame	R10 Bu1	Ref	3d8/half	Creates zone
Melf's Minute Meteor	Personal			Creates 5x meteor

Move

Staff of Vyrelis Teleport 7 squares

Minor

Melf's Minute Meteor R20 Ref 2d4 Hit: 5on fire, st end, increases ongoing
Summon Iron Cohort Summon small iron cohort withing Cbu2, AC +2, half hp
Healing Word One target within Cbu5 can spend a healing surge and regain +2d6 hp
Mass Resistance All friendlies in Cbu10, resist acid/cold/fire/force/lightning/etc 11
Cloak of Resistance Gain resist all damage 10 until the start of you next turn

Immediate Interrupt

Shield You are hit by an attack +4 Ac/reflex ueont
Summon Iron Cohort When caster is targeted by ranged/melee attack, attack targets iron cohort

Immediate Reaction

Infernal Wrath Enemy within 10 hits you Enemy takes 1d6+7 damage
Melf's Minute Meteor Adjacent enemy hits you Enemy takes 3 dmg pr meteor remaining
Fountain of Flame Enemy starts in or enter zone Enemy takes 5 fire damage

Flaming Sphere

Enemy starts adjacent

Enemy takes 1d4+14 damage