

The Zephyrkin Magineer



Strength
STR
+0



Dexterity
DEX
+1



Constitution
CON
+3



Intelligence
INT
+4



Wisdom
WIS
+1



Charisma
CHA
+1

Each turn

MOVE and 1 ACTION rolling a D20



Flying Hop

You can move 8 spaces through the air but can take no other action this round.



Cast Energy Ray-

A magic beam of light shoots from your hand. For 1 turn, the light creates a fence 5 spaces long. Creatures will not pass it.



Fire Net Cannon-

Your net cannon gun shoots a 10'x10' net at a target. If hit, the target cannot move for 2 turns. SAVE (STR) 13+



Initiative

 **+7**


Armor Class

 **11**

Hit Points

 **33**

Move

 **3/8**