

Azazel

Tiefling Seeker / Level 24 / Unaligned

12	Strength	1	13
	Athletics		13
14	Constitution	2	14
	Endurance		9 (15)
19	Dexterity	4	16
	Acrobatics	16 (26)	escap
	Stealth		18
	Thievery		16
12	Intelligence	1	13
	Arcana	✓	18
	History		15
	Religion	✓	20
27	Wisdom	8	20
	Dungeoneering		20
	Heal		20
	Insight	✓	25
	Nature	✓	25
	Perception		20
16	Charisma	3	15
	Bluff	✓	17
	Diplomacy		15
	Intimidate		20
	Streetwise		15

16	Initiative	6	Speed
			Shift (minor)
34	Armor Class		
33	Fortitude		
33	Reflex		
36	Will		



Hit Points (Bloodied 78)

156

Healing Surges (Value 39) Resist 17 Fire, 15 Cold, 17 Necrotic, 20 Poison, Immune Disease <30 LVL



Vision	Darkvision, Tremorsense 10
Languages	Common, Primordial, Supernal

Equipment
Slick Anathema Armor +5, Chaos Weave Greatbow +5, Amulet of Protection +5, Dwarfstride Boots, Adventurer's Kit, Arrow (30), Thieves' Tools, Wrist razors, Magic Rod +4

Action Point
Death Saves +5 Bonus

⊗ Grappling Spirits At-Will

Standard Action Ranged 25/50
Target: One creature
Attack: +30 vs AC (+31 vs bloodied)
Hit: 2d12+16 dmg (+3 vs. lone crts), and the target is slowed and can't shift until the end of its next turn.
Crit: +5d6 dmg

➤ Elemental Spirits At-Will

Standard Action Ranged 25/50
Target: One creature
Special: Choose cold, fire, lightning, thunder dmg
Attack: +30 vs AC (+31 vs bloodied)
Hit: 2d12+16 dmg (+3 vs. lone crts). Until the end of your next turn, any creature that starts its turn adjacent to the target takes 4 dmg of the chosen type.
Crit: +5d6 dmg

➤ Hand of Radiance Encounter

Standard Action Ranged 10
Target: One, two, three, or four creatures
Attack: +24 vs Reflex (+25 vs bloodied)
Hit: 1d4+12 dmg
Crit: +5d6 dmg

← Your Doom Awaits Encounter

Standard Action Close burst 3
Target: Each enemy in burst
Attack: +24 vs Will (+25 vs bloodied)
Hit: 3d10+12 dmg, and tgt dazed until end of its next turn.
Crit: +5d6 dmg

➤ Rabid Shot Encounter

Standard Action Ranged 25/50
Target: One creature
Attack: +30 vs Fortitude (+31 vs bloodied)
Hit: 1d12+16 dmg (+3 vs. lone crts). Target must use a free action to charge a creature of your choice. If the charge attack misses or the target can't charge anyone, the target takes 10 poison damage.
Crit: +5d6 dmg

➤ Seeker's Peerless Shot Encounter

Standard Action Ranged 25/50
Target: One or two creatures
Attack: +30 vs Fortitude (+31 vs bloodied), 2 atks
Hit: 1d12+1d8+20 dmg (+3 vs. lone crts).
Miss: Make ranged basic atk vs. enemy within 5 squares target.
Crit: +5d6 dmg

➤ Stride-Breaking Shot Encounter

Standard Action Ranged 25/50
Target: One creature
Attack: +30 vs Fortitude (+31 vs bloodied)
Hit: 1d12+2d6+16 dmg (+3 vs. lone crts). Until end of your next turn, target takes 9 dmg whenever it moves on its turn or uses an attack power.
Crit: +5d6 dmg

← Infernal Wrath Encounter

Free Action Close burst 10
Trigger: An enemy within 10 squares of you hits you.
Target: The triggering enemy in the burst
Effect: Target takes 3d6+3 fire damage.

← Encaging Spirits Encounter

Minor Action Close burst 3
Effect: Push target 1 square and immobilized until end of next turn.

Inevitable Shot Encounter

Free Action Personal
Trigger: Miss creature with ranged attack.
Effect: Make ranged basic atk vs. 2 enemies in 5 squares of target.
Special: Regain after using action point.

Swirling Arrows Encounter

Free Action Personal
Trigger: Miss with ranged basic attack from Inevitable Shot.
Effect: Regain Inevitable Shot and use it immediately.

Seeking Arrow Daily

Minor Action Personal (Stance)
Effect: You enter the seeking arrow stance. Until this stance ends, you regain the use of inevitable shot at the start of each of your turns.

➤ Nature's Vengeance Daily

Standard Action Ranged 25/50
Target: One creature
Attack: +30 vs AC (+31 vs bloodied)
Hit: 1d12+1d6+16 dmg (+3 vs. lone crts). Slide target 1 and immobilized (save ends).
Miss: Half dmg
Crit: +5d6 dmg
Effect: Create zone burst 1 on target until end of next turn. If enemy in zone deals dmg with attack, enemy immobilized (save ends). If already immobilized, 5 dmg and restrained (save ends).
Sustain Minor: Zone persists.

➤ Triple Raptor Shot Daily

Standard Action Ranged 25/50
Target: One creature
Attack: +30 vs Reflex (+31 vs bloodied), 3 attacks.
Hit: 1d12+16 dmg (+3 vs. lone crts).
Miss: Half dmg
Crit: +5d6 dmg

⊕ Captivating Missile Daily

Standard Action (Reliable) Ranged 25/50
Target: One creature
Attack: +30 vs AC (+31 vs bloodied)
Hit: 1d12+16 dmg (+3 vs. lone crts), and target dominated (save ends).
Crit: +5d6 dmg

← Firesoul Salvation Daily

Standard Action Close burst 10
Effect: Conjure 4 fiery spirits in different squares until end of next turn. *Enemy ends adjacent to spirit takes ongoing 8 fire dmg (save ends).* *Ally adjacent spending healing surge +16 hp, and spirit departs.*
Sustain Minor: Spirits persist.

Second Wind Encounter

Standard Action Personal
Effect: You spend a healing surge to regain hit points, and gain a +2 bonus to all defenses until the start of your next turn.

← Insightful Comment Encounter

Minor Action Close burst 5
Target: You and each ally in burst
Effect: Until the end of your next turn, each target gains a +8 to Bluff checks, Diplomacy checks, and Intimidate checks.

← Spirit of Sacrifice Encounter

Immediate Reaction Close burst 10
Trigger: You or an ally within 10 squares is hit by an attack
Target: The triggering character
Effect: You teleport the target 5 squares and grant 20 temporary hp.

Ephemeral Wings Encounter

Immediate Reaction Personal
Trigger: An enemy damages you with a melee or a close attack
Effect: Fly 8 and land farther away from the enemy than where you started. This movement doesn't provoke opportunity attacks.

← Harrying Spirits Daily

Free Action Close burst 10
Trigger: An enemy you can see saves against an effect
Target: One enemy in the burst other than the triggering enemy
Effect: Whenever target attacks you before the end of the encounter, the target grants combat advantage until the end of its next turn.

Calling Souls to Battle Action Point

Effect: Spend an action point to teleport self & up to 5 willing allies you can see to any squares adjacent to single enemy within 10 you can see. Each teleported character gains combat advantage against that enemy until the end of your next turn.

Chaos Weave Greatbow +5 At-Will

Property: Ignore 10 variable resistance.
Property: On critical, +5d12 dmg vs. crts with variable resistance.

Dwarfstride Boots At-Will

Property: +4 to skill checks vs. special terrain (Athletics / Acrobatics)
Property: Reduce push, pull, slide by 1.

Relentless Hunter: Ignore penalties from cover, superior cover, concealment, total concealment within 10