

Larae Starflower

CHARACTER

Eladrin

RACE

14

LEVEL

Wizard

CLASS (MULTICLASS)

Spellstorm Mage

PARAGON PATH

Good

ALIGNMENT

162

AGE

6'

HT.

161

WT.

Blonde

HAIR

Blue

EYES

Right

HAND

M

SIZE

Female

GENDER

Low-light

VISION

ABILITY SCORES

		mod	check
Strength	12	+1	+8
Constitution	16	+3	+10
Dexterity	14	+2	+9
Intelligence	22	+6	+13
Wisdom	16	+3	+10
Charisma	12	+1	+8

DEFENSES

		misc
AC	27	+2 vs. opportunity attack
Fort	22	
Ref	25	
Will	25	

LIFE and DEATH

HP	Bloodied	Current
78	39	
Healing Surges		9
Surge Value		19
Death Saves		

BASIC ATTACKS

Melee 1	abil	level	prof	feat	magic	misc		damage	crit
+3 staff of storms	1	7	2	0	3	0	= +13 vs. AC	1d8+4	12+3d6

Melee 2	abil	level	prof	feat	magic	misc	damage	crit
n/a		7						

Range: 20	abil	level	prof	feat	magic	misc		damage	crit
magic missile (staff)	6	7	0	0	3	0	= +16 vs. Ref	2d4+13	21+3d6

MOVEMENT

Speed	6
Run	8
Teleport (fey step)	5
Other	n/a
Other	n/a

RITUALS

name	type
Comprehend Languages	Arcana
Magic Mouth	Arcana
Make Whole	Arcana
Hallucinatory Item	Arcana
Wizard's Sight	Arcana
Detect Object	Arcana
Hallucinatory Creature	Arcana

LANGUAGES

Common
Elven
Deep Speech
Draconic
Giant

INITIATIVE

Dex & level	misc
+9 = 9	0

WEALTH

43 gp
6 sp
9 cp

SKILLS

trained skills are italicized	conditional bonuses
Acrobatics Dex	9
Arcana Int	20
Athletics Str	8
Bluff Cha	8
Diplomacy Cha	18
Dungeoneer Wis	18
Endurance Con	12
Heal Wis	10
History Int	20
Insight Wis	10
Intimidate Cha	10
Nature Wis	10
Perception Wis	17
Religion Int	13
Stealth Dex	9
Streetwise Cha	8
Thievery Dex	9
Other	

ACTION POINTS

points	mark when used this encounter

SAVES and RESISTANCE

Saves
+5 vs. charm

Resist
5 necrotic
5 cold
5 fire

PASSIVE CHECKS

Insight	20
Perception	27

EQUIPMENT and LOAD

item	#	wt.	location	slot
ghostphase cloth +3	1	4	body	armor
+3 staff of storms	1	4	hand	both hands
gauntlets of the ram	1	0	hands	hands
bracers of perfect shot	1	0	arms	arms
backpack	1	2	back	
belt pouch	2	1	belt	
flint and steel	1	0	pouch	
bedroll	1	5	pack	
journeybread (days)	10	1	pack	
waterskin (full)	1	4	belt	
spellbook	1	3	pack	
potion of vitality	1	0	belt	
everburning torch	1	1	belt	

item	#	wt.	location	slot
cloak of survival +2	1	0	neck	neck
scroll of floating disk	1	0	pack	
circlet of authority	1	0	head	head
candle	1	0	pack	
mirror (ritual focus)	1	0	pouch	

Load 25 Normal (Carry) 120 Heavy Load (Lift) 240 Max Push/Drag 600

RACE FEATURES

- Eladrin Education: training in one additional skill
- Eladrin Weapon Proficiency: proficient with longsword
- Eladrin Will: +1 Will, +5 to saves vs. charm
- Fey Origin: you are a fey creature
- Fey Step: see powers

CLASS and PATH FEATURES

- cantrips: see powers
- extra damage action: when you spend an action point to take an action, add +7 damage with standard action attacks this turn
- ritual casting: gain Ritual Caster feat and several bonus rituals
- staff of defense: see powers
- storm spell: see powers

FEATS

- Alertness: you don't grant foes combat advantage when surprised; gain +2 to Perception checks
- Defensive Mobility: gain +2 to AC vs. opportunity attacks
- Feywild Protection: when you use fey step, gain +2 to all defenses until the end of your next turn
- Lightning Arc: when you score a crit with a lightning power, you can choose to treat it as a normal hit; if you do so, choose another target within 10 squares of the original target that was not already damaged by the power - that target takes damage equal to damage dealt to original target
- Linguist: gain three new languages
- Raging Storm: gain +2 bonus to damage rolls with lightning or thunder powers
- Resounding Thunder: you can add 1 to the size of any blast or burst power with the thunder keyword
- Skill Focus (Diplomacy and Dungeoneering): gain +3 with listed skills

NOTES