



LORAEN, MAGE GUARDIAN

MALE ELADRIN WIZARD

LEVEL 10 UNALIGNED

"Your steel shall fail before my magic does."



Ability Score	Value	Modifier	Check		
STRENGTH	13	+1	+6	ARMOR CLASS	22
CONSTITUTION	10	+0	+5	FORTITUDE DEFENSE	18
DEXTERITY	10	+0	+5	REFLEX DEFENSE	22
INTELLIGENCE	20	+5	+10	WILL DEFENSE	24
WISDOM	18	+4	+9	INITIATIVE	+9
CHARISMA	11	+0	+5	SPEED (SQUARES)	6
				ACTION POINTS	1

HIT POINTS 61 HEALING SURGE HP HEALED 15 SECOND WIND
 BLOODIED 30 HEALING SURGES/DAY 6 (Use second wind up to 1/encounter)

Current Hit Points

Current Surge Uses

Basic Attack Name	Attack Bonus	Damage	Range/Properties
Longsword	+9 vs. AC	1d8+1	Versatile
Dagger	+8 vs. AC	1d4	5/10, Light thrown

FEATS

Acolyte Power: Gain cleric utility power Bastion of Faith (Cleric Utility 6)

Burning Blizzard: +1 damage with acid or cold power

Improved Initiative (already included)

Initiate of the Faith: Once per day, you can use the cleric's healing word power.

Ritual Caster

Toughness

Wintertouched: Gain combat advantage against foe vulnerable to cold.

SKILLS

Passive Perception	+24
Passive Insight	+24
Acrobatics (Dex)	+5
Arcana (Int)*	+17
Athletics (Str)	+6
Bluff (Cha)	+5
Diplomacy (Cha)	+5
Dungeoneering (Wis)	+9
Endurance (Con)	+7
Heal (Wis)	+9
History (Int)*	+17
Insight (Wis)*	+14
Intimidate (Cha)	+5
Nature (Wis)*	+14
Perception (Wis)*	+14
Religion (Int)*	+15
Stealth (Dex)	+5
Streetwise (Cha)	+5
Thievery (Dex)	+5

* Indicates trained skill

RACE AND CLASS FEATURES

Arcane Implement Mastery: Orb of Imposition

Spellbook: You possess a spellbook in which you store your rituals and your daily and utility spells.

Eladrin Will: You gain a +5 racial bonus on saving throws against charm effects.

Fey Origin: You are considered a fey creature for purpose of effects that relate to creature origin.

Trance: Rather than sleep, eladrin enter a meditative state known as trance. You need to spend 4 hours in this state to gain the same benefits other races gain from taking a 6-hour extended rest.

Languages: Common, Elven

Vision: Low-light

MUNDANE EQUIPMENT

Standard Adventurer's Kit

Everburning Torch

Longsword Dagger (2)

Spellbook 858 gold pieces

MAGICAL EQUIPMENT

Fireburst Cloth Armor +2 (always succeed on saves vs. fire)

Cloak of Survival +2 (Resist Cold 5 & Fire 5)

Magic Orb +3

Orb of Inevitable Continuance +1

Holy Symbol of Hope +1

Shadowfell Gauntlets

Wavestrider Boots (can walk on liquid as long as you start and end on solid ground)

Potions of Healing

Residium 300gp worth

At-Will Powers

Ghost Sound Wizard Cantrip

With a wink, you create an illusory sound that emanates from somewhere close by.

At-Will * Arcane, Illusion

Standard Action Ranged 10

Target: One object or unoccupied square

Effect: You cause a sound as quiet as a whisper or as loud as a yelling or fighting creature to emanate from the target. You can produce nonvocal sounds such as the ringing of a sword blow, jingling armor, or scraping stone. If you whisper, you can whisper quietly enough that only creatures adjacent to the target can hear your words.

Light Wizard Cantrip

With a wave of your hand, you cause a bright light to appear on the tip of your staff, upon some other object, or in a nearby space.

At-Will * Arcane

Minor Action Ranged 5

Target: One object or unoccupied square

Effect: You cause the target to shed bright light. The light fills the target's square and all squares within 4 squares of it. The light lasts for 5 minutes. Putting out the light is a free action.

Special: You can have only one *light* cantrip active at a time. If you create a new light, your previously cast light winks out.

Mage Hand Wizard Cantrip

You gesture toward an object nearby, and a spectral floating hand lifts the object into the air and moves it where you wish.

At-Will * Arcane, Conjunction

Minor Action Ranged 5

Effect: You conjure a spectral, floating hand in an unoccupied square within range. The hand picks up, moves, or manipulates an adjacent object weighing 20 pounds or less and carries it up to 5 squares. If you are holding the object when you use this power, the hand can move the object into a pack, a pouch, a sheath, or a similar container and simultaneously move any one object carried or worn anywhere on your body into your hand. As a move action, you can move the hand up to 5 squares. As a free action, you can cause the hand to drop an object it is holding, and as a minor action, you can cause the hand to pick up or manipulate a different object.

Sustain Minor: You can sustain the hand indefinitely.

Special: You can create only one hand at a time.

Prestidigitation Wizard Cantrip

You perform an amusing magical trick, such as creating a dancing wisp of light, freshening a wilting flower, making a coin invisible, or warming a cold drink.

At-Will * Arcane

Standard Action Ranged 2

Effect: Use this cantrip to accomplish one of the effects given below.

* Move up to 1 pound of material.

* Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor.

* Color, clean, or soil items in 1 cubic foot for up to 1 hour.

* Instantly light (or snuff out) a candle, a torch, or a small campfire.

* Chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.

* Make a small mark or symbol appear on a surface for up to 1 hour.

* Produce out of nothingness a small item or image that exists until the end of your next turn.

* Make a small, handheld item invisible until the end of your next turn.

Nothing you create with this cantrip can deal damage, serve as a weapon or a tool, or hinder another creature's actions. This cantrip cannot duplicate the effect of any other power.

Special: You can have as many as three prestidigitation effects active at one time.

Cloud of Daggers Wizard Attack 1

You create a small cloud of whirling daggers of force that relentlessly attack creatures in the area.

At-Will * Arcane, Force, Implement

Standard Action Area 1 square within 10 squares

Target: Each creature in square

Attack: +13 vs. Reflex

Hit: 1d6+8 force damage.

Effect: The power's area is filled with sharp daggers of force. Any creature that enters the area or starts its turn there takes force damage equal to your Wisdom modifier (4). The cloud remains in place until the end of your next turn. You can dispel it earlier as a minor action.

Thunderwave Wizard Attack 1

You create a whip-crack of sonic power that lashes up from the ground.

At-Will * Arcane, Implement, Thunder

Standard Action Close blast 3

Target: Each creature in blast

Attack: +13 vs. Fortitude

Hit: 1d6+8 thunder damage and you push the target a number of squares equal to your Wisdom modifier (4).

Encounter Powers

Fey Step Eladrin Racial Power

With a step, you vanish from one place and appear in another.

Encounter * Teleportation

Move Action Personal

Effect: Teleport up to 5 squares.

Icy Terrain Wizard Attack 1

With frosty breath, you utter a single arcane word that creates a treacherous patch of ice on the ground, hampering your foes.

Encounter * Arcane, Cold, Implement

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: +13 vs. Reflex

Hit: 1d6+9 cold damage and the target is knocked prone.

Effect: The power's area is difficult terrain until the end of your next turn. You can end this effect as a minor action.

Color Spray Wizard Attack 3

A brilliant blast of flashing colors springs from your outstretched fingers, knocking nearby enemies senseless.

Encounter * Arcane, Implement, Radiant

Standard Action Close blast 5

Target: Each creature in blast

Attack: +13 vs. Will

Hit: 1d6+8 radiant damage and the target is dazed until the end of your next turn.

Bastion of Health Cleric Utility 6

You invoke a prayer that instantly fortifies one of your allies.

Encounter * Divine, Healing

Minor Action Ranged 10

Target: You or one ally

Effect: The target can spend a healing surge. Add your Charisma modifier (0) to the hit points regained.

Winter's Wrath Wizard Attack 7

You raise your hand, and an icy blizzard rains down mercilessly upon an area you designate.

Encounter * Arcane, Cold, Implement

Standard Action Area burst 2 within 10 squares

Target: Each creature in burst

Attack: +13 vs. Fortitude

Hit: 2d8+9 cold damage.

Effect: A blizzard erupts in the designated area and continues until the end of your next turn. It grants concealment, and any creature that starts its turn in the storm takes cold damage equal to your Intelligence modifier (5). You can end this effect as a minor action.

Daily Power

Healing Word Cleric Feature

You whisper a brief prayer as divine light washes over your target, helping to mend its wounds.

Daily (Special) * Divine, Healing

Special: You can use this power twice per encounter, but only once per round.

Minor Action Close burst 10

Target: You or one ally

Effect: The target can spend a healing surge and regain an additional 2d6 hit points.

Sleep Wizard Attack 1

You exert your will against your foes, seeking to overwhelm them with a tide of magical weariness.

Daily * Arcane, Implement, Sleep

Standard Action Area burst 2 within 20 squares

Target: Each creature in burst

Attack: +13 vs. Will

Hit: The target is slowed (save ends). If the target fails its first saving throw against this power, the target becomes unconscious (save ends).

Miss: The target is slowed (save ends).

Expeditious Retreat Wizard Utility 2

Your form blurs as you hastily withdraw from the battlefield.

Daily * Arcane

Move Action Personal

Effect: Shift up to twice your speed.

Bigby's Icy Grasp Wizard Attack 5

You conjure a giant floating hand made of chiselled ice that clutches foes and freezes them.

Daily * Arcane, Cold, Conjuration, Implement

Standard Action Ranged 20

Effect: You conjure a 5-foot-tall hand of ice in an unoccupied square within range, and the hand attacks. As a move action, you can move the hand up to 6 squares.

Target: One creature adjacent to the hand

Attack: +13 vs. Reflex

Hit: 2d8+9 cold damage and the hand grabs the target. If the target attempts to escape, the hand uses your Fortitude or Reflex defence.

Sustain Minor: A target grabbed by the hand takes 1d8+9 cold damage when you sustain this power. As a standard action, you can attack another target with the hand, but it must release a target it has grabbed.

Ice Storm Wizard Attack 9

A shower of bitterly cold hailstones pummels a wide swath of ground and covers the area in ice.

Daily * Arcane, Cold, Implement, Zone

Standard Action Area burst 3 within 20 squares

Target: Each creature in burst

Attack: +13 vs. Fortitude

Hit: 2d8+9 cold damage and the target is immobilized (save ends).

Miss: Half damage and the target is slowed (save ends).

Effect: The burst creates a zone of ice. The zone is difficult terrain until the end of the encounter or for 5 minutes.

Resistance Wizard Utility 10

You make yourself or another creature in range resistant to a particular kind of damage.

Daily * Arcane

Minor Action Ranged 10

Target: You or one creature

Effect: Against a particular damage type chosen by you, the target gains resistance equal to 15 until the end of the encounter or for 5 minutes. Choose the damage type from the following list: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

Note: You may only use one magic item Daily power per day. You gain a second use when you milestone, but it must come from an item whose Daily power you have not used today.

Fireburst Armor Power

Eladrin master tailors magically leave threads of arcane fire into the supple cloth used to make this robe or jacket.

Daily * Fire

Minor Action Personal

Effect: Until the end of your next turn, any creature that hits you with a melee attack takes 1d8 fire damage.

Hope Symbol Power

The power of your faith makes it easier for allies to recover from debilitating effects.

Daily

Immediate Reaction

Effect: You can use this power when you or an ally within 5 squares of you is hit by an effect that a save can end. You or the ally gains a +5 power bonus to saving throws against the effect.

Inevitable Continuance Orb Power

A sphere of gray crystal that appears as a ball of solid mist.

Daily

Minor Action

Effect: One of your powers that is due to end this turn instead lasts until the end of your next turn.

Shadowfell Gloves Power

These supple black gloves, woven with Shadowfell thread, are highly prized by wizards and warlocks.

Daily * Necrotic

Minor Action

Effect: Change the damage type dealt by the next arcane power you use to necrotic. Add 1d6 to the damage dealt by that power (if any).

Wavestrider Boots Power

These enchanted boots allow you to walk across liquid as if it were solid land.

Daily

Minor Action

Effect: You can move across liquid surfaces as if they were normal terrain until the end of the encounter.

SpellBook

Acid Arrow (Wizard Attack 1)

Shield (Wizard Utility 2)

Fireball (Wizard Attack 5)

Levitate (Wizard Utility 6)

Wall of Fire (Wizard Attack 9)

Arcane Gate (Wizard Utility 10)

Comprehend Languages (Ritual 1)

Make Whole (Ritual 1)

Tenser's Floating Disk (Ritual 1)

Hallucinatory Item (Ritual 5)

Magic Circle (Ritual 5)

Phantom Steed (Ritual 6)

Background

Loraen is a Mage Guardian of a temple of Corellon in the eastern reaches of Aeris. He is no longer welcome in the feywild courts of his original home due to a lover's quarrel, so he spends most of his time at the temple, teaching the fundamentals of magic. He found solace in the teachings of Corellon and has received training as a cleric which complements his wizardly abilities well. Most recently, his superiors in the temple asked him to venture out into the wider world and travel to various sites of power and make observations.

He sought the aid of his one-time adventuring partner, Reynard, whom he hasn't seen in over a decade. He was slightly shocked at the difference ten years can bring to a human, but Reynard seemed willing, even eager to explore various ruins, and thereby further Loraen's mission.

Traits: Aloof, Mysterious, Perceptive

Distinguishing Characteristics: Loraen often gives advice in the form of parables. Having grown up in the Feywild, he tends to forget that not everyone is an Eladrin or has access to magic ("What do you mean you cannot pierce the veil of the world to travel up this cliff?").