

DUNGEONS & DRAGONS

ENCOUNTERS

Quinn

WATERSOUL GENASI MAGE / LEVEL 2 / GOOD

"Down came the rain and washed the spider out."

ABILITY SCORES MOD

STR 16	+3
CON 10	+0
DEX 10	+0
INT 20	+5
WIS 12	+1
CHA 8	-1

SPEED

6

INIT

+1

VISION
Low light

LANGUAGES
Common, Elven

HIT POINTS
(Bloodied 12) **24**

ACTION
POINT

SECOND
WIND

HEALING
SURGES **6**

EQUIPMENT

Fancy Robes

+1 Staff of Ruin

Adventurers Kit

Spellbook

Other equipment

Skills

ACROBATICS +1

ARCANA +13

ATHLETICS +6

BLUFF +0

DIPLOMACY +0

DUNGNEERING +7

ENDURANCE +1

HEAL +2

HISTORY +11

INSIGHT +2

INTIMIDATE +0

NATURE +2

PERCEPTION +2

RELIGION +11

STEALTH +1

STREETWISE +0

THIEVERY +1

AC **16**

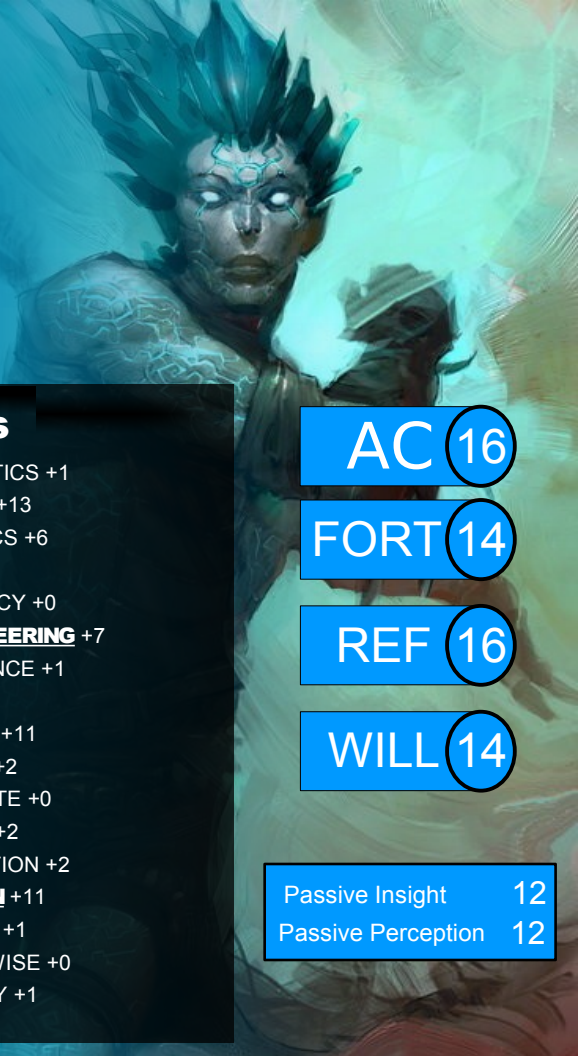
FORT **14**

REF **16**

WILL **14**

Passive Insight **12**

Passive Perception **12**



Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires staff; Reach 2; +8 vs. AC; 1d8 + 4 damage.

Magic Missile

Standard / Ranged 20 / At-Will

Effect: The target takes 8 force damage

Special: You may use this as a ranged basic attack

Arc Lightning

Standard / Ranged 10 / At-Will

One or two creatures: +8 vs. Fortitude; 1d6 + 10 lightning damage

Freezing Burst

Standard / Area Burst 1 within 10 / At-Will

Each creature in burst: +8 vs. Reflex; 1d6 + 10 cold damage.
and you can slide the target 1 square

Icy Terrain

Standard / Area Burst 1 within 10 / Encounter

Each creature in burst; +8 vs Reflex; 1d6+10 cold damage
and the target falls prone.

Effect: The burst creates a zone of difficult terrain until
the end of your next turn

Chill Strike

Standard / Ranged 10 / Encounter

+8 vs Fortitude; 2d8 + 10 cold damage and the target is dazed
until the end of your next turn.

Swiftcurrent

Move / Personal / Encounter

Effect: You can shift up to your speed over ground or liquid
terrain. You take no penalties for squeezing during this
movement, can move through enemy spaces, ignore difficult
terrain, and take no damage if the surface or substance you
move across would ordinarily deal damage to you.

Sleep

Standard / Area burst 2 within 20/ Daily

Each creature in burst; +8 vs Will; The target is slowed (save ends)

First Failed Save: The target falls unconscious (save ends)

Miss: The target is slowed (save ends)

Flaming Sphere

Standard / Ranged 10 / Daily

Effect: You conjure a Medium flaming sphere that occupies a square
within range, and the sphere attacks. Any creature that starts its turn
adjacent to the sphere takes 1d4 + 10 fire damage.

As a move action, you can move the sphere 6 squares.

Target: One creature adjacent to the flaming sphere

Attack: +8 vs Reflex

Hit: 2d6 + 10 fire damage.

Sustain Minor: You can sustain this power until the end of the
encounter. As a standard action, you can make another sphere attack.

Shield

Immediate Interrupt / Personal/ Encounter

Trigger: You are hit by an attack

Effect: Gain a +4 bonus to AC & Reflex until the end of your
next turn

Spectral Image

Minor / Ranged 10 / Encounter

Effect: The illusion of a creature or an object up to Medium size
appears in an unoccupied square within range. It can make
sounds and can move within its square, but it cannot leave it.
Each of its defenses is 10. The illusion lasts until the end of the
encounter, until an attack hits it, or until a creature touches it
or moves through it. An Insight check (DC 21)
allows a creature to determine that the image is an illusion.

Mage Cantrips

Prestidigitation Standard / Ranged 2 / At-Will

Effect: Choose one of the following.

- * Change the color of items in 1 cubic foot.
- * Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor.
- * Clean or soil items in 1 cubic foot.
- * 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.

Mage Hand Minor/ Ranged 5 / At-Will

Effect: You conjure a spectral, floating hand in an unoccupied square within range. The hand lasts until the end of your next turn or until you use this power again. If you are holding an 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. While the hand persists, you can take the following actions.

Minor Action: The hand picks up or manipulates an object weighing 20 pounds or less. It can hold only one object at a time.

Move Action: The hand moves up to 5 squares in any direction, carrying the object it holds.

Free Action: The hand drops the object it is holding.

Sustain Minor: The hand persists until the end of your next turn.

Suggestion

Free / Personal / Encounter

Trigger: You make a Diplomacy check.

Effect: You make an Arcana check instead, using that result to determine the outcome of the Diplomacy check.

OTHER ABILITIES

Feats:

Staff Expertise
Elemental Empowerment

Spellbook

After each extended rest you chose which of your encounter, utility, and daily spells to memorize.

Evocation Apprentice

When you roll damage for an arcane evocation power if any of the dice come up with a result of 1, pick one of them, reroll it, and use the new result.

Watersoul

You gain +2 to saving throws against ongoing damage. You can breath underwater

Staff Expertise

You do not provoke opportunity attacks when you make a ranged or area attack using your staff

Quinn is a controller who specializes in creating large area bursts of elemental damage. Rather than messing around with status effects he tries to catch as many enemies as he can with his attacks and blow them to smithereens. He stores all of his spells in a spellbook allowing him to have a huge variety of spells available to him at the beginning of each day. He isn't the strongest fighter in melee, preferring to stay far away from the targets of his spells.

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- The most complex feature a mage has is his spellbook. At the start of each day you must choose which spells Quinn has prepared. He gets to choose between two encounter attack powers, two daily attack powers, and two utility powers. Once it has been picked it cannot be changed and he cannot use the other power until after his next extended rest. When you start each session put a check mark next to spell you want Quinn to have access to that day.
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- Quinn also has a variety of cantrips and other abilities. These include not provoking opportunity attacks when he casts spells, the ability to reroll 1's on damage dice, and a +2 bonus to saving throws against ongoing damage. Cantrips are small tricks that may not come into play during combat but may prove to be useful in other roleplaying situations. **Suggestion** in particular is useful if Quinn is ever in a social skill challenge.
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- Quinn's main tactic is to hang in the back and try to place bursts that catch as many enemies as possible. He uses **Freezing Burst** to slide enemies together into handy clumps and **Icy Terrain** to keep them there. If it isn't possible to drop bursts without hitting allies then he switches to **Arc Lightning** in order to hit at least 2 creatures with his attacks.
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- No matter which daily power you choose for Quinn they both have the ability to trivialize an encounter. **Flaming Sphere** creates a zone which does amazing amounts of automatic damage to enemies next to it. You can move it around if the enemies try to flee and use it to herd enemies into your defenders arms. A well placed **Sleep** spell can end an encounter by itself. Although it requires one failed saving throw an unconscious creature cannot fight back and can be subjected to Coup de Grace attacks.