

DUNGEONS & DRAGONS ENCOUNTERS™

ANJA

DWARF SORCERER (ELEMENTALIST) WATERSHAPER / LEVEL 1

DIFFICULTY ★

"Water is above, below and throughout...nothing can hold back the water."

ABILITIES & SKILLS

STRENGTH	11	+0
Athletics	-----	+0
CONSTITUTION	16	+3
Endurance	-----	+7
DEXTERITY	10	+0
Acrobatics	-----	+0
Stealth	-----	+0
Thievery	-----	+0
INTELLIGENCE	10	+0
Arcana	-----	+5
History	-----	+1
Religion	-----	+1
WISDOM	10	+0
Dungeoneering	-----	+1
Heal	-----	+1
Insight	-----	+1
Nature	-----	+1
Perception	-----	+1
CHARISMA	18	+4
Bluff	-----	+9
Diplomacy	-----	+9
Intimidate	-----	+11
Streetwise	-----	+4

DEFENCES

Armor Class	13
Fortitude	13
Reflex	10
Will	16

INITIATIVE +0 SPEED 5

VISION normal

LANGUAGES

Common, Dwarven, Primordial

OTHER STATISTICS

Hit Points (Bloodied 14)

28

Healing Surges (Value 7)



EQUIPMENT

Staff, sling, sling bullets (12), adventurer's kit, climbing kit and 18gp

ACTION POINT



TRAITS

Born of the Elements: Power flows up from the Elemental Chaos and through you, attuning your soul to its destructive energy.

Cast-Iron Stomach: +5 bonus to saving throws against poison.

Dwarven Weapon Proficiency: Proficient with hammers.

Stand Your Ground: Can move 1 less square when forced to move. Immediate saving through to avoid falling prone.

Encumbered Speed: Armor or a heavy load does not reduce your speed.

FEATS

Born of the Elements

Born of the Elements you wield their power as it courses through you. Delivering high damage to enemies with *Elemental Bolt*. Attacking and slowing your opponents with an *Ice Prison*. You command the brute force of the oceans *Buffeting Wave*, knocking enemies prone with your attack. And escalate the resolution of conflict with *Elemental Escalation* delivering your attack to an additional target while increasing the damage and providing superior defenses for your character until the end of your next turn.

ATTACK POWERS

Staff Implement At-Will

Standard Action Ranged: 10
Target: One creature **Attack:** 1d20 + 2 vs. AC
Hit: 1d8 damage.

Sling At-Will

Standard Action Ranged: 20/40
Target: One creature **Attack:** 1d20 + 2 vs. AC
Hit: 1d10 + 5 damage.

Elemental Bolt At-Will

Standard Action Ranged: 10
Target: One creature **Attack:** 1d20 + 3 vs. Reflex
Hit: 1d12 + 4 damage.

Ice Prison At-Will

Standard Action Area burst 1 within 10 squares
Target: Each creature **Attack:** 1d20 + 3 vs. Fortitude
in burst.
Hit: 1d8 + 3 cold damage target is slowed until the end of your next turn.

Buffeting Wave Encounter

Standard Action Close: blast 3
Target: One creature **Attack:** 1d20 + 6 vs. Fortitude
Hit: 1d6 + 4 damage. Target falls prone.

UTILITY POWERS

Elemental Escalation Encounter

Free Action Ranged: 10
Trigger: You use a sorcerer at-will attack power.
Effect: Make one additional creature within 5 squares of you, or adjacent to the burst / blast, the target of your triggering attack power.
Hit: Each target takes 1d10 extra damage of the same type dealt by the triggering attack. You gain a +2 power bonus to all defenses until the end of your next turn.

Second Wind Encounter

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

Dwarven Resilience Encounter

Minor Action Personal
Effect: You use your second wind.

This character was made using the *Heroes of the Elemental Chaos™* sourcebook. Use the D&D Character Builder to create and modify this character!

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GLADRAK

DWARF CLERIC (TEMPLAR) EARTHFORGER / LEVEL 1

DIFFICULTY ★★

"Stone. The power, prize and craft of my people, runs through my veins, is my very being."

ABILITIES & SKILLS

STRENGTH	14	+2
Athletics	-----	+1
CONSTITUTION	12	+1
Endurance	-----	+2
DEXTERITY	12	+1
Acrobatics	-----	+0
Stealth	-----	+0
Thievery	-----	+0
INTELLIGENCE	12	+1
Arcana	-----	+1
History	-----	+1
Religion	-----	+6
WISDOM	18	+4
Dungeoneering	-----	+11
Heal	-----	+4
Insight	-----	+9
Nature	-----	+4
Perception	-----	+4
CHARISMA	12	+1
Bluff	-----	+1
Diplomacy	-----	+1
Intimidate	-----	+1
Streetwise	-----	+1

DEFENCES

Armor Class	16
Fortitude	12
Reflex	11
Will	16

INITIATIVE +1 SPEED 5

VISION normal

LANGUAGES

Common, Dwarven, Primordial

OTHER STATISTICS

Hit Points (Bloodied 12)

24

Healing Surges (Value 6)



EQUIPMENT

Warhammer, sling, sling bullets (12), chainmail, holy symbol, adventurer's kit, climbing kit and Sllgp.

TRAITS

Enduring Mountain: Regain 2 additional HP when spending a healing surge, +1 HP for each ally within 10 squares (max 5HP).

Cast-Iron Stomach: +5 bonus to saving throws against poison.

Dwarven Weapon Proficiency: Proficient with hammers.

Stand Your Ground: Can move 1 less square when forced to move. Immediate saving through to avoid falling prone.

Encumbered Speed: Armor or a heavy load does not reduce your speed.

FEATS

Enduring Mountain

ACTION POINT



Like an Enduring Mountain you are not easily moved and heal encouraged by your party as clan. With invigorating and Healing Strikes along with a measured Healing Word you provide healing by lifting morale and granting power through confidence, striking like a Lance of Faith. Your skin of stone, a Stone Panoply, protects you from greater harm as you engage those who would deliver it. Your deity manifests upon and through you with Divine Fortune as you deliver a Healer's Mercy to your allies standing as a Beacon of Hope.

ATTACK POWERS

Warhammer At-Will

Standard Action Melee
Target: One creature
Hit: 1d10 +2 damage.

Sling At-Will

Standard Action Ranged: 20/40
Target: One creature
Hit: 1d6 + 1 damage.

Invigorating Assault At-Will

Standard Action Melee
Target: One creature
Hit: 1d10 +2 damage.
Effect: One ally adjacent to you gains +4 hit points.

Lance of Faith At-Will

Standard Action Ranged 5
Target: One creature
Hit: 1d8 +4 damage.
Attack (Holy Symbol): 1d20 +4 vs. Reflex
Effect: One ally you can see gains +2 power bonus to their next attack roll against the target.

Healing Strike Encounter

Standard Action Melee
Target: One Creature
Hit: 2d10 +2 radiant damage, and you mark the target until the end of your next turn. In addition you or one ally within 5 squares of you can spend a healing surge.

Stone Panoply Encounter

Standard Action Close burst 1
Target: Each creature in the burst
Attack: 1d20 +4 vs. AC
Hit: 1d10 +4 damage.
Requirement: You must be on the ground.
Effect: Until the end of your next turn, you gain +1 resistance to all damage.

Beacon of Hope Daily

Standard Action Close burst 1
Target: Each enemy in the burst
Attack (Holy Symbol): 1d20 +4 vs. Will
Hit: The target is weakened until the end of it's next turn. You and each ally in the burst regain 5 hit points. Until the end of the encounter, whenever you restore hit points with a healing power, the recipient regains 5 additional hit points.

UTILITY POWERS

Healing Word Encounter (Special)

Minor Action Personal
Target: You or one ally in burst
Close burst 5
Effect: The target can spend a healing surge and regain 1d6 additional hit points.
Special: You can use this power twice per encounter, but only once per round.

UTILITY POWERS Cont.

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.

Dwarven Resilience Encounter

Minor Action Personal
Effect: You use your second wind.

CHANNEL DIVINITY

You have two channel divinity powers but you are only able to use one per encounter.

Channel Divinity: Divine Fortune Encounter

Free Action Personal
Effect: You gain a +1 bonus to your next attack roll or saving throw before the end of your next turn.
Special: You can use only one channel divinity power per encounter.

Channel Divinity: Healer's Mercy Encounter

Standard Action Personal
Target: Each bloodied ally in the burst.
Close burst 5
Effect: Each target can spend a healing surge. You are weakened until the end of your next turn.
Special: You can use only one channel divinity power per encounter.

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DUNGEONS & DRAGONS ENCOUNTERS

QUATIS

ELADRIN WIZARD (BLADESINGER) WINDLORD / LEVEL 1

DIFFICULTY ★★★★★

"As the elements ride upon, are lifted and fanned by it, so I, Windlord."

ABILITIES & SKILLS

STRENGTH	14	+2
Athletics	-----	+4
CONSTITUTION	10	+0
Endurance	-----	+0
DEXTERITY	13	+1
Acrobatics	-----	+6
Stealth	-----	+1
Thievery	-----	+1
INTELLIGENCE	19	+4
Arcana	-----	+13
History	-----	+6
Religion	-----	+4
WISDOM	12	+1
Dungeoneering	-----	+1
Heal	-----	+1
Insight	-----	+1
Nature	-----	+6
Perception	-----	+3
CHARISMA	10	+0
Bluff	-----	+0
Diplomacy	-----	+5
Intimidate	-----	+5
Streetwise	-----	+0

DEFENCES

Armor Class	16
Fortitude	12
Reflex	14
Will	14

INITIATIVE +1 SPEED 6

VISION normal

LANGUAGES Common, Elven, Primordial

OTHER STATISTICS

Hit Points (Bloodied 11)

22

Healing Surges (Value 5)



EQUIPMENT

Staff implement (sickle), javelin, leather armor, adventurer's kit, climbing kit and 60gp.

TRAITS

Ki Focus Expertise: +1 to implement / weapon attack rolls made w/ ki focus. +1 to damage rolls of attacks made w/ ki focus vs. bloodied enemy.

Elf Weapon Proficiency: Proficient with the longbow and shortbow.

Fey Step: Teleport up to 5 squares as an encounter power.

Guarded Flourish: Your ranged and area attacks don't provoke opportunity attacks when you use 1-handed melee weapons; you gain +2 shield bonus to AC with light/no armor and a 1-handed melee weapon without shield.

FEATS

Ki Focus Expertise (Sickle)



One with the wind you move like it's familiar commanding the elements which inhabit it's space. The warmth and brilliance of *Dazzling Sunrays* and *Lightning Rings*, the *Chill Strike* of cold and a fell winds *Ray of Enfeeblement*, A still word upon *Whispering Wind*, a faint *Ghost Sound*, the roar of a *Wind's Fury Assault*. The wind's voice is your own. You act as one. Your *Magic Missiles* sing through the sky, wind an extension of your striking *Unseen Hand*, the reaching grasp of your *Mage Hand*. Enfolding you, you are empowered by her *Bladesong*.

ATTACK POWERS

⊕ Sickle At-Will

Standard Action **Melee**
Target: One creature
Hit: 1d10 +4 damage.

⊕ Javeline At-Will

Standard Action **Ranged: 10/20**
Target: One creature
Hit: 1d6 +2 damage.

⊕ Magic Missile At-Will

Standard Action **Ranged: 20**
Target: One creature
Hit: 6 damage.

⊕ Wind Fury Assault Encounter

Standard Action **Melee or Ranged Weapon**
Target: One creature
Attack: Sickle: 1d20 +6 vs. AC
Javelin: 1d20 +4 vs. AC
Hit: Sickle: 1d10 +6 damage, can slide target 1 square.
Javelin: 1d6 +6 damage, can slide target 1 square.

⊕ Chill Strike Daily

Standard Action **Ranged: 10**
Target: One creature
Hit: 2d8 +4 cold damage, and the target is dazed until the end of your next turn.
Miss: The target is slowed until the end of your next turn.

⊕ Ray of Enfeeblement Daily

Standard Action **Ranged: 10**
Target: One creature
Hit: 1d10 +4 necrotic damage, and the target is weakened until the end of your next turn.
Miss: Half damage.

UTILITY POWERS

⊕ Ghost Sound At-Will

Standard Action **Ranged: 10**
Target: One object or unoccupied square.
Effect: You cause a sound to emanate from the target.

⊕ Mage Hand At-Will

Minor Action **Ranged: 5**
Effect: You conjure a spectral, floating hand in an unoccupied square within range. Until the end of your next turn or until you use this power again.
Minor Action: The hand picks up an object 20lbs. or less.
Move Action: The hand with object moves up to 5 squares.
Free Action: The hand drops the object it is holding.
Sustain Minor: The hand persists until the end of your next turn.

Bladesong Encounter

Minor Action **Personal**
Requirement: You must be wielding a melee weapon in one hand and nothing in the other hand until the end of your next turn.
Effect: Until the end of your next turn you gain a +2 power bonus to all attack rolls and all defenses, and a +5 bonus to damage rolls.

UTILITY POWERS Cont.

Whispering Wind Encounter

Standard Action **Personal**
Effect: You cause a breeze to carry a message of 25 words or 6 secs. to a place familiar to you within 4 miles. The wind travels 1 mile/hr.

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.

Fey Step Encounter

Move Action **Personal**
Effect: You teleport 5 squares.

BLADESPELL POWERS

⊕ Lightning Ring At-Will (Special)

⊕ Dazzling Sunray At-Will (Special)

⊕ Unseen Hand At-Will (Special)

No Action **Ranged: 20**
Target: One creature
Trigger: You hit an enemy with a melee basic attack using a one-handed weapon while in your other hand nothing.
Effect: +1 lightning / radiant / force damage, and the first time the target moves before the end of your next turn, it takes the lightning / radiant / force damage again.

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This character was made using the *Heroes of the Elemental Chaos*™ sourcebook. Use the D&D Character Builder to create and modify this character!

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SHARGAI

HALF-ORC WARLORD (FLAMESCARRED) FIRECRAFTER / LEVEL 1

DIFFICULTY ★★

"Not to burn within or without? I'll never know your ways but you shall know mine!"

ABILITIES & SKILLS

STRENGTH	17	+3
Athletics	-----	+2
CONSTITUTION	10	+0
Endurance	-----	+8
DEXTERITY	11	+0
Acrobatics	-----	-1
Stealth	-----	-1
Thievery	-----	-1
INTELLIGENCE	16	+3
Arcana	-----	+3
History	-----	+3
Religion	-----	+3
WISDOM	10	+0
Dungeoneering	-----	+0
Heal	-----	+5
Insight	-----	+2
Nature	-----	+0
Perception	-----	+2
CHARISMA	13	+2
Bluff	-----	+2
Diplomacy	-----	+7
Intimidate	-----	+11
Streetwise	-----	+2

DEFENCES

Armor Class	17
Fortitude	14
Reflex	14
Will	13

INITIATIVE +0 SPEED 5

VISION normal

LANGUAGES Common, Giant, Primordial

OTHER STATISTICS

Hit Points (Bloodied 11)

22

Healing Surges (Value 5)



EQUIPMENT Longsword, light shield, chainmail, adventurer's kit, climbing kit and 40gp.

ACTION POINT

TRAITS

Born of the Elementals: Power flows up from the Elemental Chaos and through you, attuning your soul to it's destructive energy.

Half-Orc Resilience: Gain 5 temporary Hit Points the first time you're bloodied during an encounter.

Swift Charge: +2 bonus to speed when charging.

Firecrafter: You can emit dim light up to 5 squares that can be suppressed or resumed as a minor action.

Inspiring Presence: An ally that can see you regains 2 hit points when they spend an Action Point.

FEATS

Born of the Elements

Born of Fire, the force which drives your passion, focus and rage. Your enemies fear you, while your Inspiring Words empower your allies. Following their Commander's Strike like Hammer and Anvil with knowledge of your informed and intuitive Strikes, your allies strike quickly, with increased vigor, dealing greater damage and often improved accuracy. As a Blazing Corona you stand aglow scorching your enemies then projecting your flames at further foe. Relying on a Concentrated Attack or Furious Assault when an enemy must fall.

ATTACK POWERS

Longsword At-Will

Standard Action Melee
Target: One creature
Hit: 1d8 +3 damage.
Attack: 1d20 +6 vs. AC

Dagger At-Will

Standard Action Ranged: 10/20
Target: One creature
Hit: 1d4 +0 damage.
Attack: 1d20 +3 vs. AC

Commander's Strike At-Will

Standard Action Melee
Target: One creature
Hit: One of your allies can take a free action to make a melee basic attack against the target. The ally adds +3 to the damage roll.

Intuitive Strike At-Will

Standard Action Melee
Target: One creature
Hit: 1d8 +0 damage. Until the start of your next turn an ally who attacks the target and has combat advantage against it gains a +2 power bonus to the attack roll.
Attack: 1d20 +6 vs. AC

Hammer and Anvil Encounter

Standard Action Melee
Target: One creature
Hit: 1d8 +3 damage. One ally adjacent to the target can make a melee basic attack against it as a Free Action, adding +3 to the damage roll.
Attack: 1d20 +6 vs. Reflex

Blazing Corona Encounter

Minor Action Personal
Effect: You activate an **Aura 1** that lasts until the end of your next turn. Any creature that starts its turn in the aura takes +3 fire damage. Using the secondary power (see below) ends the aura.

Blazing Corona Secondary Encounter

Standard Action Personal
Requirement: The power Blazing Corona must be active in order to use this power.
Target: One creature
Hit: 1d8 damage.
Attack: 1d20 +5 vs. AC
Ranged: 10/20

Concentrated Attack Daily

Standard Action Melee
Target: One creature
Hit: 2d8 +3 damage.
Attack: 1d20 +6 vs. AC
Effect: One ally within 10 squares of you can make a basic attack against the target as a Free Action, adding +3 to both the attack and damage roll.

UTILITY POWERS

Inspiring Word Encounter (Special)

Minor Action Personal
Target: One creature
Close burst 5
Effect: The target can spend a healing surge and regain 1d5 additional hit points.
Special: You can use this power twice per encounter, but only once per round.

Furious Assault Encounter

Free Action Personal
Trigger: You hit an enemy with an attack.
Effect: The attack deals 1d8 extra damage.

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.

This character was made using the *Heroes of the Elemental Chaos*™ sourcebook. Use the D&D Character Builder to create and modify this character!

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TIA YAUN

HUMAN KNIGHT - MOTEORN / LEVEL 1

DIFFICULTY ★★☆☆

"Their world so ordered and mundane. I shall reshape it by sword and by flame!"

ABILITIES & SKILLS

STRENGTH	17	+3
Athletics	-----	+6
CONSTITUTION	12	+1
Endurance	-----	+1
DEXTERITY	12	+1
Acrobatics	-----	-1
Stealth	-----	-1
Thievery	-----	-1
INTELLIGENCE	10	+0
Arcana	-----	+7
History	-----	+0
Religion	-----	+0
WISDOM	12	+1
Dungeoneering	-----	+1
Heal	-----	+1
Insight	-----	+1
Nature	-----	+1
Perception	-----	+1
CHARISMA	15	+2
Bluff	-----	+2
Diplomacy	-----	+7
Intimidate	-----	+9
Streetwise	-----	+2

DEFENCES

Armor Class	20
Fortitude	16
Reflex	14
Will	13

INITIATIVE **+1** SPEED **5**

VISION **normal**

LANGUAGES

Abyssal, Common, Primordial

OTHER STATISTICS

Hit Points (Bloodied 13)

27

Healing Surges (Value 6)



EQUIPMENT

Longsword, heavy shield, daggers (6), plate armor, adventurer's kit, climbing kit and 60gp.

ACTION POINT

TRAITS:

Born of the Elements: Power flows up from the Elemental Chaos and through you, attuning your soul to it's destructive energy.

Birth - On Another Plane: You were not born in the world, but rather on another plane.

Shield Finesse: You ignore the check penalty for having a shield equipped.

Stubborn Survivor: +2 to saving throws when you have no action points remaining.

FEATS

Born of the Elements

FLAME ZEPHYR

SMALL ELEMENTAL MAGICAL BEAST (AIR, FIRE)

HP 13 (your bloodied value)

Defenses your defenses, not including any temporary bonuses or penalties.

AC 20, Fortitude 16, Reflex 14, Will 13

Speed (and 6, fly 6)

Traits

Dust and Smoke Aura 1

Allies in the aura have partial concealment. You gain +2 power bonus to damage rolls against enemies in the aura.

Standard Actions

Standard Action (fire) At-Will

Attack: Close Burst 1 (creature in the burst); +6 vs. Reflex

Hit: 1d6 + your highest ability modifier fire damage, and you can slide the target 1 square.

Minor Actions

Minor Actions At-Will (1/round)

Effect: The zephyr crawls, runs, stands up, shifts, squeezes, or walks.

Other Actions

Resist: fire 10

A child of the Elemental Chaos, through the pacts of your ancestors you can command minor elementals with *Summon Flame Zephyr*. This elemental ally aides you through concealment and increased power, while attacking your enemies with it's own fire. Your power and command grants you a *Defender's Aura* which you employ as a *Battle Guardian* attacking enemies who fail to acknowledge your presence. By your sword in *Measured Cut* or *Poised Assault* stance you shift your advantage or increase your power as you seek to deliver a *Power Strike*.

ATTACK POWERS

Longsword At-Will

Standard Action Melee
Target: One creature
Hit: 1d8 +3 damage.

Dagger At-Will

Standard Action Ranged: 10/20
Target: One creature
Hit: 1d4 +1 damage.

Battle Guardian At-Will

Opportunity Action

Trigger: An enemy subject to your defender aura either shifts or makes an attack that targets an ally of yours but not you or an ally who has an active defender aura.

Effect: You make a basic attack against the triggering enemy.

Miss: The target take 3 damage.

Power Strike Encounter

No Action Personal
Trigger: You hit an enemy with a melee basic attack using a weapon.

Effect: The target takes 1d8 extra weapon damage.

Summon Flame Zephyr Daily

Minor Action Ranged: 10

Effect: You summon a flame zephyr in an unoccupied square in range. The creature is an ally to you and your allies.

The zephyr lacks actions of its own. Instead, you spend actions to command it mentally, choosing from the actions in its description (see front of pre-gen). You don't need line of effect to the zephyr to command it. When you command the zephyr, the two of you share knowledge but not senses.

When the zephyr makes a check, you make the roll using your game statistics, not including temporary bonuses or penalties.

The flame zephyr lasts until it drops to 0 hit points, at which point you lose a healing surge (or hit points equal to your healing surge value if you have no surges left). Otherwise, it lasts until you dismiss it as a minor action or until the end of the encounter.

UTILITY POWERS

Defender Aura At-Will

Minor Action Personal

Effect: You activate an aura 1 that lasts until you end it as a minor action or until you fall unconscious. While in the aura, any enemy takes a -2 penalty to attack rolls when it makes an attack that does not include among its targets either you or an ally of yours who has this aura active. Marked enemies are not subject to this aura.

UTILITY POWERS Cont.

Measured Cut At-Will

Minor Action Personal

Effect: An You assume the measured cut stance. Until the stance ends, whenever you hit an enemy with a melee basic attack using a weapon, you can shift 1 square as a free action.

Poised Assault At-Will

Minor Action Personal

Effect: You assume the poised assault stance. Until the stance ends, you gain a +1 power bonus to the attack rolls of basic attacks using a weapon.

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.

This character was made using the *Heroes of the Elemental Chaos™* sourcebook. Use the D&D Character Builder to create and modify this character!

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DUNGEONS & DRAGONS ENCOUNTERS

ZAHL

HUMAN MONK - ELEMENTAL INITIATE / LEVEL 1

DIFFICULTY ★★☆☆

"In harmony with fire, water and wind. In silence I strike, burn, buffet and rend."

ABILITIES & SKILLS

STRENGTH	16	+3
Athletics	-----	+8
CONSTITUTION	10	+0
Endurance	-----	+5
DEXTERITY	16	+3
Acrobatics	-----	+3
Stealth	-----	+8
Thievery	-----	+3
INTELLIGENCE	10	+0
Arcana	-----	+0
History	-----	+0
Religion	-----	+5
WISDOM	12	+1
Dungeoneering	-----	+1
Heal	-----	+1
Insight	-----	+1
Nature	-----	+1
Perception	-----	+1
CHARISMA	12	+1
Bluff	-----	+1
Diplomacy	-----	+6
Intimidate	-----	+1
Streetwise	-----	+1

DEFENCES

Armor Class	15
Fortitude	15
Reflex	15
Will	13

INITIATIVE

+3

SPEED

6

VISION

normal

LANGUAGES

Common, Primordial

OTHER STATISTICS

Hit Points (Bloodied 11)

22

Healing Surges (Value 5)



EQUIPMENT

Quarterstaff, sling, sling bullets (12), cloth armor, adventurer's kit, climbing kit and 60gp.

ACTION POINT

TRAITS

Birth - On Another Plane: You were not born in the world, but rather on another plane.

Eternal Tide: Reduce forced movement by 1 square, and shift 1 square after the forced movement.

Elemental Initiate: +2 proficiency bonus with unarmed attacks.

Improved Monk Unarmed Strike: Damage die for your unarmed strike is 1d10.

Weapon Focus (Sling): +1 damage per tier with slings.

FEATS

Improved Monk Unarmed Strike, Weapon Focus (Sling)



As an initiate of the secrets of elemental power calling upon fire, water and wind you attack with the blaze of a *Blistering Flourish*, move through enemies as a *Crashing Wave* and call upon the collective power of *Five Storms*. Every time you hit with an attack you channel an *Eternal Tide* Furry of Blows to unleash even further damage. And in your witnessed mastery of the elements you *Light the Fire* to stand and move aglow, only to fall into stillness as a *Reflection in Water* to overcome, overwhelm and strike your enemies mercilessly.

ATTACK POWERS

⚔ Monk Unarmed Strike At-Will

Standard Action **Melee**
Target: One creature
Hit: 1d10 +3 damage.

⚔ Quarterstaff At-Will

Standard Action **Melee**
Target: One creature
Hit: 1d8 +3 damage.

🏹 Sling At-Will

Standard Action **Ranged: 10/20**
Target: One creature
Hit: 1d6 +4 damage.

🔥 Blistering Flourish At-Will

Standard Action **Melee touch**
Target: One creature
Attack: 1d20 +5 vs. Reflex
Hit: 1d8 +3 damage. Until the end of your next turn, your melee attacks deal +1 fire damage.

🔥 Blistering Flourish (Movement) At-Will

Move Action **Personal**
Effect: You move up to your speed enemies that hit you with an opportunity attack take 3 fire damage.

⚡ Five Storms At-Will

Standard Action **Close burst 1**
Target: Each enemy you can see in the burst
Attack: 1d20 +5 vs. Reflex
Hit: 1d8 +3 damage.

🔥 Five Storms (Movement) At-Will

Move Action **Personal**
Effect: You shift 2 squares.

🌊 Crashing Wave At-Will

Standard Action **Melee touch**
Target: One creature
Attack: 1d20 +5 vs. Fortitude
Hit: 1d8 +3 damage, slide target 1 square.

🌊 Crashing Wave (Movement) At-Will

Move Action **Personal**
Effect: You shift up to 2 squares you can shift through enemies spaces during this move.

🔥 Light the Fire Encounter

Standard Action **Melee touch**
Target: One creature
Attack: 1d20 +5 vs. Reflex
Hit: 2d8 +3 fire damage.
Effect: You activate an aura 1 that lasts until the end of your next turn. Any enemy that starts its turn in the aura takes 3 fire damage.

🔥 Light the Fire (Movement) Encounter

Move Action **Personal**
Effect: You shift up to 2 squares.

🌊 Reflection in Water Daily

Standard Action **Melee touch**
Target: One creature
Hit: 2d6 +3 damage.
Miss: Half damage.

Effect: You assume the reflection in water stance. Until the stance ends, you gain combat advantage against any enemy adjacent to at least one of your allies. Also when an enemy adjacent to you misses you with an attack, you can use an immediate reaction to swap places with it.

UTILITY POWERS

🌊 Eternal Tide Flurry of Blows At-Will

No Action **Melee 2**
Target: One creature
Trigger: You hit with an attack during your turn.
Effect: An additional or the same target takes 3 damage, and you can pull the target 1 square. If the target wasn't the target of the triggering attack, it is slowed until the end of your next turn.
Special: You can use this power only once per turn.

🌊 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.

This character was made using the *Heroes of the Elemental Chaos*™ sourcebook. Use the D&D Character Builder to create and modify this character!

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