

# Katrina

Katrina	Level 10 Controller
<b>HP</b> 58; <b>Bloodied</b> 29; <b>Healing Surges</b> 7; <b>Surge Value</b> 14 <b>AC</b> 23; <b>Fortitude</b> 22, <b>Reflex</b> 24, <b>Will</b> 23 <b>Speed</b> 6	<b>Initiative</b> +9 <b>Perception</b> +6
<b>TRAITS</b>	
<b>Fire Mage</b>	
When Katrina hits using an attack with the fire keyword, she ignores fire resistance and may reroll one damage die that comes up with a result of 1.	
<b>STANDARD ACTIONS</b>	
⚔ <b>Dagger</b> (weapon) ◆ <b>At-Will</b>	
<i>Attack:</i> Melee 1 or Ranged 5/10 (one creature); +17 vs. AC <i>Hit:</i> 1d4+6 damage (melee) or 1d4+9 damage (ranged).	
☾ <b>Magic Missile</b> (arcane, evocation, force) ◆ <b>At-Will</b>	
<i>Target:</i> Ranged 20 (one creature) <i>Effect:</i> 10 force damage.	
✶ <b>Flame Burst</b> (arcane, fire, evocation, implement) ◆ <b>At-Will</b>	
<i>Attack:</i> Area burst 1 within 10 squares (each creature in burst); +14 vs. Reflex <i>Hit:</i> 1d6+8 fire damage, and Katrina can push the target 1 square.	
⚡ <b>Burning Hands</b> (arcane, fire, evocation, implement) ◆ <b>Encounter</b>	
<i>Attack:</i> Close blast 5 (each creature in burst); +14 vs. Reflex <i>Hit:</i> 2d6+8 fire damage. <i>Miss:</i> Half damage.	
<b>MINOR ACTIONS</b>	
⚡ <b>Mass Resistance</b> (arcane) ◆ <b>Daily</b>	
<i>Target:</i> Close burst 10 (Katrina and each ally in burst) <i>Effect:</i> Choose acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. Until the end of the encounter, each target gains resist 8 to that damage type.	
<b>TRIGGERED ACTIONS</b>	
<b>Heroic Effort</b> ◆ <b>Encounter</b>	
<i>Trigger:</i> Katrina misses with an attack or fails a saving throw. <i>Effect (No Action):</i> Katrina gains a +4 racial bonus to the attack roll or saving throw.	
<b>FREE ACTIONS</b>	
<b>Skills</b> Arcana +13, Bluff +13, Insight +11, Thievery +14 <b>Str</b> 13 (+6) <b>Dex</b> 18 (+9) <b>Wis</b> 12 (+6) <b>Con</b> 12 (+6) <b>Int</b> 16 (+8) <b>Cha</b> 16 (+8)	

**Tactics:** Katrina revels in her combat prowess. She peppers *flame bursts* from range, trying to catch as many enemies as possible in each one, even if it means occasionally catching a healthy ally in the burst. (She won't deliberately endanger her allies, though.) She picks off distant enemies with *magic missile* when necessary and saves *burning hands* for when too many enemies get close.

