

Crystin (LEVEL 2)

Crystin	Level 2 Controller
HP 28; Bloodied 14; Healing Surges 8; Surge Value 7 AC 13; Fortitude 15, Reflex 17, Will 15 Speed 5	Initiative +1 Perception +8
TRAITS	
Youthful Resilience	
Crystin gains a +4 bonus to all defenses while bloodied.	
STANDARD ACTIONS	
⚔ Quarterstaff (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +8 vs. AC Hit: 1d8 damage.	
☯ Magic Missile (arcane, evocation, force) ♦ At-Will	
Target: Ranged 20 (one creature) Effect: 5 force damage.	
☞ Phantom Cage (arcane, illusion, psychic) ♦ At-Will	
Attack: Ranged 10 (one creature); +6 vs. Will Hit: 1d8+3 psychic damage. If the target moves before the end of Crystin's next turn, it takes 5 psychic damage.	
✱ Illusory Obstacles (arcane, illusion) ♦ Encounter	
Attack: Area Burst 1 within 10 (enemies in burst); +6 vs. Will Hit: The target is dazed and unable to charge until the end of Crystin's next turn. Miss: The target is unable to charge until the end of Crystin's next turn.	
TRIGGERED ACTIONS	
Heroic Effort ♦ Encounter	
Trigger: Crystin misses with an attack or fails a saving throw. Effect (No Action): Crystin gains a +4 racial bonus to the attack roll or saving throw.	
Shield (arcane) ♦ Encounter	
Trigger: Crystin is hit by an attack. Effect (Immediate Interrupt): Crystin gains a +4 power bonus to AC and Reflex until the end of her next turn.	
FREE ACTIONS	
Extended Control ♦ Encounter	
Effect: Crystin extends an effect on an enemy to end at the end of her next turn, rather than her current turn.	
Skills Heal +8, Religion +8 Str 8 (+0) Dex 10 (+1) Wis 15 (+3) Con 14 (+3) Int 15 (+3) Cha 14 (+3)	

Tactics: Crystin realizes her inexperience in combat and tries to stay back and avoid drawing attention to herself. She will go into harm's way if someone looks to be in danger. She will choose to react more than be proactive in a fight and obeys her father utterly.

Crystin (LEVEL 3)

Crystin	Level 3 Controller
HP 32; Bloodied 16; Healing Surges 8; Surge Value 8 AC 13; Fortitude 15, Reflex 17, Will 15 Speed 5	Initiative +1 Perception +8
TRAITS	
Youthful Resilience	
Crystin gains a +4 bonus to all defenses while bloodied.	
STANDARD ACTIONS	
⚔ Quarterstaff (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +9 vs. AC Hit: 1d8 damage.	
☯ Magic Missile (arcane, evocation, force) ♦ At-Will	
Target: Ranged 20 (one creature) Effect: 5 force damage.	
☞ Phantom Cage (arcane, illusion, psychic) ♦ At-Will	
Attack: Ranged 10 (one creature); +7 vs. Will Hit: 1d8+3 psychic damage. If the target moves before the end of Crystin's next turn, it takes 5 psychic damage.	
✱ Illusory Obstacles (arcane, illusion) ♦ Encounter	
Attack: Area Burst 1 within 10 (enemies in burst); +7 vs. Will Hit: The target is dazed and unable to charge until the end of Crystin's next turn. Miss: The target is unable to charge until the end of Crystin's next turn.	
TRIGGERED ACTIONS	
Heroic Effort ♦ Encounter	
Trigger: Crystin misses with an attack or fails a saving throw. Effect (No Action): Crystin gains a +4 racial bonus to the attack roll or saving throw.	
Shield (arcane) ♦ Encounter	
Trigger: Crystin is hit by an attack. Effect (Immediate Interrupt): Crystin gains a +4 power bonus to AC and Reflex until the end of her next turn.	
FREE ACTIONS	
Extended Control ♦ Encounter	
Effect: Crystin extends an effect on an enemy to end at the end of her next turn, rather than her current turn.	
Skills Heal +8, Religion +8 Str 8 (+0) Dex 10 (+1) Wis 15 (+3) Con 14 (+3) Int 15 (+3) Cha 14 (+3)	

Tactics: Crystin realizes her inexperience in combat and tries to stay back and avoid drawing attention to herself. She will go into harm's way if someone looks to be in danger. She will choose to react more than be proactive in a fight and obeys her father utterly.



Crystin (LEVEL 4)

Crystin	Level 4 Controller
HP 36; Bloodied 18; Healing Surges 8; Surge Value 9 AC 15; Fortitude 17, Reflex 19, Will 17 Speed 5	Initiative +2 Perception +9
TRAITS	
Youthful Resilience	
Crystin gains a +4 bonus to all defenses while bloodied.	
STANDARD ACTIONS	
⚔ Quarterstaff (weapon) ♦ At-Will	
<i>Attack:</i> Melee 1 (one creature); +10 vs. AC <i>Hit:</i> 1d8+1 damage.	
☯ Magic Missile (arcane, evocation, force) ♦ At-Will	
<i>Target:</i> Ranged 20 (one creature) <i>Effect:</i> 6 force damage.	
☞ Phantom Cage (arcane, illusion, psychic) ♦ At-Will	
<i>Attack:</i> Ranged 10 (one creature); +8 vs. Will <i>Hit:</i> 1d8+4 psychic damage. If the target moves before the end of Crystin's next turn, it takes 5 psychic damage.	
✱ Illusory Obstacles (arcane, illusion) ♦ Encounter	
<i>Attack:</i> Area Burst 1 within 10 (enemies in burst); +8 vs. Will <i>Hit:</i> The target is dazed and unable to charge until the end of Crystin's next turn. <i>Miss:</i> The target is unable to charge until the end of Crystin's next turn.	
TRIGGERED ACTIONS	
Heroic Effort ♦ Encounter	
<i>Trigger:</i> Crystin misses with an attack or fails a saving throw. <i>Effect (No Action):</i> Crystin gains a +4 racial bonus to the attack roll or saving throw.	
Shield (arcane) ♦ Encounter	
<i>Trigger:</i> Crystin is hit by an attack. <i>Effect (Immediate Interrupt):</i> Crystin gains a +4 power bonus to AC and Reflex until the end of her next turn.	
FREE ACTIONS	
Extended Control ♦ Encounter	
<i>Effect:</i> Crystin extends an effect on an enemy to end at the end of her next turn, rather than her current turn.	
Skills Heal +9, Religion +9 Str 8 (+1) Dex 10 (+2) Wis 15 (+4) Con 14 (+4) Int 15 (+4) Cha 14 (+4)	

Tactics: Crystin realizes her inexperience in combat and tries to stay back and avoid drawing attention to herself. She will go into harm's way if someone looks to be in danger. She will choose to react more than be proactive in a fight and obeys her father utterly.

Crystin (LEVEL 5)

Crystin	Level 5 Controller
HP 40; Bloodied 20; Healing Surges 8; Surge Value 10 AC 15; Fortitude 17, Reflex 19, Will 17 Speed 5	Initiative +2 Perception +9
TRAITS	
Youthful Resilience	
Crystin gains a +4 bonus to all defenses while bloodied.	
STANDARD ACTIONS	
⚔ Quarterstaff (weapon) ♦ At-Will	
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC <i>Hit:</i> 1d8+1 damage.	
☯ Magic Missile (arcane, evocation, force) ♦ At-Will	
<i>Target:</i> Ranged 20 (one creature) <i>Effect:</i> 6 force damage.	
☞ Phantom Cage (arcane, illusion, psychic) ♦ At-Will	
<i>Attack:</i> Ranged 10 (one creature); +9 vs. Will <i>Hit:</i> 1d8+4 psychic damage. If the target moves before the end of Crystin's next turn, it takes 5 psychic damage.	
✱ Illusory Obstacles (arcane, illusion) ♦ Encounter	
<i>Attack:</i> Area Burst 1 within 10 (enemies in burst); +8 vs. Will <i>Hit:</i> The target is dazed and unable to charge until the end of Crystin's next turn. <i>Miss:</i> The target is unable to charge until the end of Crystin's next turn.	
Invisibility (arcane, illusion) ♦ Daily	
<i>Target:</i> Ranged 5 (Crystin or one creature) <i>Effect:</i> The target becomes invisible until the end of Crystin's next turn. If the target makes an attack, the invisibility ends. <i>Sustain Standard:</i> If the target is within 5 squares of you, the invisibility persists until the end of your next turn.	
TRIGGERED ACTIONS	
Heroic Effort ♦ Encounter	
<i>Trigger:</i> Crystin misses with an attack or fails a saving throw. <i>Effect (No Action):</i> Crystin gains a +4 racial bonus to the attack roll or saving throw.	
FREE ACTIONS	
Extended Control ♦ Encounter	
<i>Effect:</i> Crystin extends an effect on an enemy to end at the end of her next turn, rather than her current turn.	
Skills Heal +9, Religion +9 Str 8 (+1) Dex 10 (+2) Wis 15 (+4) Con 14 (+4) Int 15 (+4) Cha 14 (+4)	

Tactics: Crystin realizes her inexperience in combat and tries to stay back and avoid drawing attention to herself. She will go into harm's way if someone looks to be in danger. She will choose to react more than be proactive in a fight and obeys her father utterly.



Crystin (LEVEL 6)

Crystin	Level 6 Controller
HP 44; Bloodied 22; Healing Surges 8; Surge Value 11 AC 17; Fortitude 19, Reflex 21, Will 19 Speed 5	Initiative +3 Perception +10
TRAITS	
Youthful Resilience	
Crystin gains a +4 bonus to all defenses while bloodied.	
STANDARD ACTIONS	
⚔ Quarterstaff (weapon) ♦ At-Will	
<i>Attack:</i> Melee 1 (one creature); +12 vs. AC <i>Hit:</i> 1d8+2 damage.	
☯ Magic Missile (arcane, evocation, force) ♦ At-Will	
<i>Target:</i> Ranged 20 (one creature) <i>Effect:</i> 7 force damage.	
☯ Phantom Cage (arcane, illusion, psychic) ♦ At-Will	
<i>Attack:</i> Ranged 10 (one creature); +10 vs. Will <i>Hit:</i> 1d8+5 psychic damage. If the target moves before the end of Crystin's next turn, it takes 5 psychic damage.	
✱ Illusory Obstacles (arcane, illusion) ♦ Encounter	
<i>Attack:</i> Area Burst 1 within 10 (enemies in burst); +10 vs. Will <i>Hit:</i> The target is dazed and unable to charge until the end of Crystin's next turn. <i>Miss:</i> The target is unable to charge until the end of Crystin's next turn.	
Invisibility (arcane, illusion) ♦ Daily	
<i>Target:</i> Ranged 5 (Crystin or one creature) <i>Effect:</i> The target becomes invisible until the end of Crystin's next turn. If the target makes an attack, the invisibility ends. <i>Sustain Standard:</i> If the target is within 5 squares of you, the invisibility persists until the end of your next turn.	
TRIGGERED ACTIONS	
Heroic Effort ♦ Encounter	
<i>Trigger:</i> Crystin misses with an attack or fails a saving throw. <i>Effect (No Action):</i> Crystin gains a +4 racial bonus to the attack roll or saving throw.	
FREE ACTIONS	
Extended Control ♦ Encounter	
<i>Effect:</i> Crystin extends an effect on an enemy to end at the end of her next turn, rather than her current turn.	
Skills Heal +10, Religion +10 Str 8 (+2) Dex 10 (+3) Wis 15 (+5) Con 14 (+5) Int 15 (+5) Cha 14 (+5)	

Tactics: Crystin realizes her inexperience in combat and tries to stay back and avoid drawing attention to herself. She will go into harm's way if someone looks to be in danger. She will choose to react more than be proactive in a fight and obeys her father utterly.

Haddin (LEVEL 11)

Haddin	Level 11 Controller
HP 57; Bloodied 28; Healing Surges 4; Surge Value 14 AC 24; Fortitude 20, Reflex 24, Will 26 Speed 6	Initiative +4 Perception +6
STANDARD ACTIONS	
⚔☯ Dagger (weapon) ♦ At-Will	
<i>Attack:</i> Melee 1 or Ranged 5/10 (one creature); +18 vs. AC <i>Hit:</i> 1d4+5 damage (melee) or 1d4+4 damage (ranged).	
☯ Magic Missile (arcane, evocation, force) ♦ At-Will	
<i>Target:</i> Ranged 20 (one creature) <i>Effect:</i> 12 force damage.	
☯ Hypnotism (arcane, charm, enchantment) ♦ At-Will	
<i>Attack:</i> Ranged 10 (one enemy); +15 vs. Will <i>Hit:</i> Choose one: The target uses a free action to make a melee basic attack against a creature of Haddin's choice, with a +4 bonus to the attack roll, or Haddin slides the target up to 3 squares.	
☯ Enslave (arcane, charm) ♦ Recharge ☐☐☐	
<i>Attack:</i> Ranged 10 (one creature); +15 vs. Will <i>Hit:</i> The target is dominated (save ends). Haddin can enslave only one creature at a time.	
Dominating Seal (arcane, charm) ♦ Encounter	
<i>Attack:</i> One <i>Enslaved</i> creature; +15 vs. Will <i>Hit:</i> The target stays dominated for 15 minutes (no save allowed).	
MINOR ACTIONS	
☯ Words of Deceit (arcane) ♦ Encounter	
<i>Effect:</i> Until the end of Haddin's next turn, Haddin gains a +5 power bonus to Bluff checks and retains the use of any single-target, encounter charm spells that miss.	
TRIGGERED ACTIONS	
Heroic Effort ♦ Encounter	
<i>Trigger:</i> Haddin misses with an attack or fails a saving throw. <i>Effect (No Action):</i> Haddin gains a +4 racial bonus to the attack roll or saving throw.	
FREE ACTIONS	
Extended Control ♦ Encounter	
<i>Effect:</i> Haddin extends an effect on an enemy to end at the end of his next turn, rather than his current turn.	
Skills Heal +9, Religion +9 Str 10 (+5) Dex 9 (+4) Wis 12 (+6) Con 7 (+3) Int 20 (+10) Cha 17 (+8)	

Tactics: Haddin uses his *Enslave* to avoid combat. He will not go out of his way to help the party in any fight. If attacked, he uses *Words of Deceit* and *Dominating Seal* to hold the attacker, then use *Magic Missile* until the attacker dies. If pressed, Haddin will use *Hypnotism* to move attackers away.

