

Barqan

Human Sorcerer (Cosmic, Striker)—Veiled Alliance

Level 3 XP 2,250 (Next Level at 3,750)

Player:

RPGA/DCI Number:

DM:

| Abilities | | | Defenses | Movement |
|-----------|-----|----|-----------|------------------|
| 14 | Str | +3 | Fortitude | Initiative |
| 10 | Con | +1 | 14 | +1 |
| 11 | Dex | +1 | Reflex | Speed |
| 10 | Int | +1 | 12 | 6 |
| 8 | Wis | +0 | Will | Special Movement |
| 20 | Cha | +6 | 19 | |
| | | | AC | Action Points |
| | | | 13 | |

Condition

| HP | Bloodied | Surge Value | Surges per Day |
|------------|----------|-------------|----------------|
| 32 | 16 | 8 | 6 |
| Current HP | | Surges Used | |

Temp HP

Current Conditions & Effects

Saving Throws

Resistances

Senses

| Passive | Passive | Vision | Languages |
|----------------|------------|--------|-----------|
| Insight | Perception | Normal | Common |
| 15 | 10 | | Elven |
| Special Senses | | | |

Racial Traits

Bonus At-Will Power: You know one extra 1st-level at-will attack power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Bonus Skill: You gain training in one additional skill from your class skill list.

Human Defense Bonus: +1 to Fortitude, Reflex, and Will defenses.

Class/Path/Destiny/Theme Features

Armor Proficiencies: cloth

Weapon Proficiencies: simple melee, simple ranged

Implement Proficiencies: dagger, staff

Spell Source: cosmic

Cosmic Persistence: When not wearing heavy armor, you can use your Str mod in place of your Dex or Int mod to determine your AC.

Cosmic Power: You gain a bonus to the damage rolls of arcane powers equal to your Str mod.

Soul of the Cosmic Cycle: You gain the benefits from the cosmic phases as described in the *Soul of the Cosmic Cycle* power.



Skills

| | |
|---------------|-----|
| Acrobatics | +1 |
| Arcana | +6 |
| Athletics | +3 |
| Bluff | +11 |
| Diplomacy | +11 |
| Dungeoneering | +0 |
| Endurance | +1 |
| Heal | +0 |
| History | +6 |
| Insight | +6 |
| Intimidate | +6 |
| Nature | +0 |
| Perception | +0 |
| Religion | +1 |
| Stealth | +1 |
| Streetwise | +6 |
| Thievery | +1 |

Action Index

Move:

Minor:

Veiled Arcana

Standard:

Arcing Fire

Basic Attack

Blazing Starfall

Burning Spray

Cosmos Call

Excise from Sight

Ray of the Moon

Searing Sands

Immediate:

Free:

Feats

Action Surge: You gain a +3 bonus to attack rolls you make during any action you gain by spending an action point.

Arcane Reserves: If all your arcane encounter attack powers are expended, you gain a +2 bonus to damage rolls with your arcane at-will attack powers until the end of the encounter or until you regain the use of one of your arcane encounter attack powers.

Focusing Spellfury: When you use a sorcerer at-will attack power and hit two or more enemies, you gain a +2 bonus to damage rolls with ranged and melee attack powers until the end of your turn.

Gear

Armor:

cloth

(-;-;;light)

Weapons:

staff

(+2;1d8;-;staff;two-handed)

Implements:

staff

Other:

Magic Items:

Treasure:

Barqan

Player:

Appearance & Mannerisms

| Size | Sex | Height | Weight | Age |
|------|-----|--------|--------|-----|
|------|-----|--------|--------|-----|

| | | | | |
|--------|---|--|--|--|
| Medium | M | | | |
|--------|---|--|--|--|

| Alignment | Deity |
|-----------|-------|
|-----------|-------|

| | |
|------|--|
| Good | |
|------|--|

Notes

Barqan is young and lanky with long, black hair he never bothers to care for. His clothes reflect his obsession with the night sky; he's sewn starbursts all over his dark blue tunic. He has outfitted his staff with the largest, clearest crystal he could find, but it's really just a piece of desert glass.

Campaign & Session Log

Personality

| Social Interactions |
|---------------------|
|---------------------|

| |
|-------|
| Aloof |
|-------|

| Decision Points |
|-----------------|
|-----------------|

| |
|------------|
| Distracted |
|------------|

| Dire Straights |
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| |
|---------|
| Passive |
|---------|

Background

Barqan grew up as a privileged youth within the Noble District of Tyr, where he had access to all the education, training, and finishing of a nobleman. He resented this life, however, because he knew something burned inside him. He preferred the solitude of the starry night sky when his family was asleep. It called to him. One day on a late evening walk through the Warrens, he was mugged by a gang of Elven youths, but a tiefling named Jarvix approached him. Jarvix recognized the spark of the arcane in him and brought him to the Veiled Alliance. Since that night, he has not returned home, though he has joined his older sister, Phye.

Companions and Allies

Player:

Basic Attacks

Staff (standard; at-will) – Weapon

You resort to the simple attack you learned when you first picked up a melee weapon.

Melee weapon (one creature): +6 vs. AC

Hit: 1d6 + 3 damage

At-Will

✧ Arcing Fire (standard; at-will) – Arcane, Fire, Implement

You lob a blast of fire past intervening foes that scorches them on the way to your target.

Ranged 10 (one creature): +7 vs. Reflex

Hit: 1d8 + 8 fire damage. Any enemy providing the target cover against this attack takes 5 fire damage.

✧ Blazing Starfall (standard; at-will) – Arcane, Fire, Implement, Radiant, Zone

A shower of radiance falls upon your enemies and then bursts out, creating a cage of burning embers that are painful to pass through.

Area Burst 1 within 10 squares (each target in burst): +7 vs. Reflex

Hit: 1d4 + 8 radiant damage. The burst creates a zone bounded by burning ground that lasts until the end of your next turn. Whenever an enemy within the zone leaves it, that enemy takes 2 fire damage.

✧ Burning Spray (standard; at-will) – Arcane, Fire, Implement

You fling your arm in a wide arc, casting liquid fire at your foes.

Close Blast 3 (each creature in blast): +7 vs. Reflex

Hit: 1d8 + 8 fire damage.

Encounter

✧ Excise from Sight (standard; encounter) – Arcane, Implement, Psychic

Magic removes all evidence from your foe's senses that you or one of your allies exists.

Ranged 10 (one creature): +7 vs. Will

Special: You can spend a minor action when you use this power to enhance it. If you do so, you can also slide the target 1 square on a hit.

Hit: 1d10 + 8 psychic damage, and you or one ally within 10 squares of you becomes invisible to the target until the end of your next turn.

✧ Ray of the Moon (standard; encounter) – Arcane, Cold, Implement

A ray of cold moonlight shines down from above, momentarily disorienting your opponent.

Ranged 10 (one creature): +7 vs. Will

Hit: 2d6 + 8 cold damage, and the target cannot shift until the end of its next turn. The target takes a -1 penalty on attack rolls until the end of its next turn.

✧ Searing Sands (standard; encounter) – Arcane, Implement

You send a blast of searing sand at your foes. The assault flays their skin and throws up a temporary curtain for you to hide behind.

Close Blast 3 (each creature in blast): +7 vs. Reflex

Hit: 2d6 + 8 damage. Until the end of your next turn, you have concealment.

Daily

✧ Cosmos Call (standard; daily) – Arcane, Implement, Psychic

You access the variety of cycles within the cosmos, randomly pulling out a fundamental force to blast your enemy's mind.

Ranged 10 (one creature): +7 vs. Will

Hit: 2d8 + 8 psychic damage. Choose the attack's additional benefit:

The target takes ongoing 5 radiant damage (save ends), and the power gains the radiant keyword; or

The target is slowed (save ends); or

The target is dazed (save ends).

Miss: Half damage.

Utility

✧ Veiled Arcana (minor; encounter) – Arcane

You distract observers to conceal the use of arcane power, sometimes catching them off guard.

Close Burst 5 (you or one ally you can see in the burst)

Effect: The target gains combat advantage on his or her next arcane attack before the end of your next turn.

Class Features

Soul of the Cosmic Cycle: At the end of a short or extended rest, you choose a cosmic phase from those described below and gain its benefits. The first time you become bloodied during an encounter, your phase immediately changes to the next higher-numbered phase (if at 3., change to 1.). In addition, each time you use a daily arcane attack power, you can choose to change your phase to the next higher-numbered phase (if at 3., change to 1.) Immediately after resolving the effects of the power.

1. *Phase of the Sun:* At the start of your turn, each enemy adjacent to you takes fire and radiant damage equal to your Str mod. You also gain resist 5 cold.

2. *Phase of the Moon:* You gain a bonus to AC equal to the number of conscious enemies adjacent to you. You also gain resist 5 cold.

3. *Phase of the Stars:* Whenever an enemy's attack misses you, you can teleport a number of squares equal to your Str mod as a free action. You also gain resist 5 radiant.

While you have resistance granted by this class feature, your arcane powers ignore all targets' resistance to that damage type up to the value of your resistance.

Barqan

Player:

Magic Items

Rituals