

Torrent (LEVEL 2)

Torrent	Level 2 Controller (Leader)
Initiative +1; Senses Perception +4 HP 30; Bloodied 15 Healing Surges 8; Surge Value 7 AC 17; Fortitude 15, Reflex 12, Will 17 Speed 5	
⬇ Battleaxe (std; at-will) ⬆ Weapon	
+8 vs. AC; 1d10+4 damage.	
⬇ Watermark (std; at-will) ⬆ Divine, Weapon	
+8 vs. AC; 1d10+4 damage, and one ally within 5 squares of Torrent gains a one-time +2 power bonus on an attack roll against the target until the end of Torrent's next turn.	
⬇ Crashing Wave (std; enc) ⬆ Divine, Weapon	
+8 vs. AC; 1d10+4 damage, and the target is dazed until the end of Torrent's next turn.	
↔ Melora's Tide (minor; enc) ⬆ Divine, Healing	
Ranged 5; targets a bloodied ally or a bloodied Torrent. The target gains regeneration 2 until no longer bloodied or the end of the encounter.	
➤ Healing Word (minor; 2/enc [1/rd]) ⬆ Divine, Healing	
Ranged 5; targets Torrent or one ally; the target spends a healing surge.	
Skills Athletics +7, Heal +9, Religion +6 Str 15 (+3) Dex 10 (+1) Wis 16 (+4) Con 13 (+2) Int 11 (+1) Cha 13 (+2)	

Tactics: Torrent moves to protect spell-casters in case enemies get past front-line defenders. If no enemy is within range, she readies an action and waits with the spellcasters. She provides help with environmental hazards as appropriate, but leaves the bulk of the fighting to the party unless the situation becomes dire.

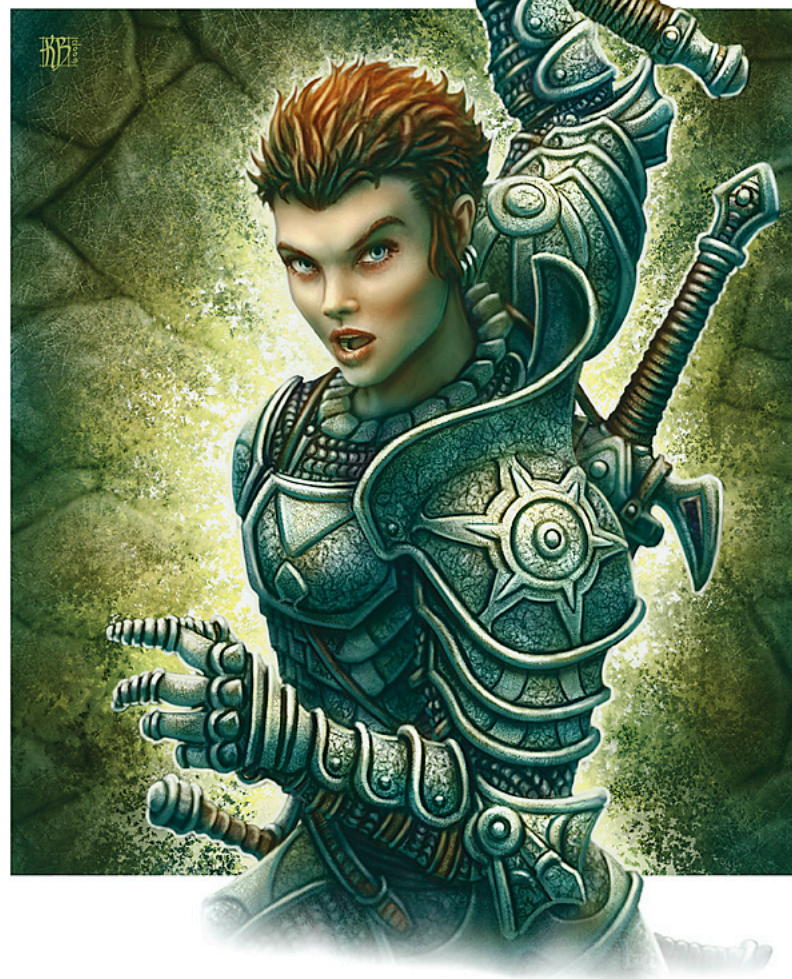
Torrent saves her *Healing Word* ability for emergencies, such as when the rest of the party has no more healing capability.

Torrent (LEVEL 3)

Torrent	Level 3 Controller (Leader)
Initiative +2; Senses Perception +4 HP 35; Bloodied 17 Healing Surges 8; Surge Value 8 AC 18; Fortitude 16, Reflex 13, Will 18 Speed 5	
⬇ Battleaxe (std; at-will) ⬆ Weapon	
+9 vs. AC; 1d10+4 damage.	
⬇ Watermark (std; at-will) ⬆ Divine, Weapon	
+9 vs. AC; 1d10+4 damage, and one ally within 5 squares of Torrent gains a one-time +2 power bonus on an attack roll against the target until the end of Torrent's next turn.	
⬇ Crashing Wave (std; enc) ⬆ Divine, Weapon	
+9 vs. AC; 1d10+4 damage, and the target is dazed until the end of Torrent's next turn.	
↔ Melora's Tide (minor; enc) ⬆ Divine, Healing	
Ranged 5; targets a bloodied ally or a bloodied Torrent. The target gains regeneration 2 until no longer bloodied or the end of the encounter.	
➤ Healing Word (minor; 2/enc [1/rd]) ⬆ Divine, Healing	
Ranged 5; targets Torrent or one ally; the target spends a healing surge.	
Skills Athletics +7, Heal +9, Religion +6 Str 15 (+3) Dex 10 (+1) Wis 16 (+4) Con 13 (+2) Int 11 (+1) Cha 13 (+2)	

Tactics: Torrent moves to protect spell-casters in case enemies get past front-line defenders. If no enemy is within range, she readies an action and waits with the spellcasters. She provides help with environmental hazards as appropriate, but leaves the bulk of the fighting to the party unless the situation becomes dire.

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Torrent (LEVEL 4)

Torrent	Level 4 Controller (Leader)
Initiative +3; Senses Perception +5 HP 40; Bloodied 20 Healing Surges 8; Surge Value 10 AC 19; Fortitude 17, Reflex 14, Will 19 Speed 5	
⬇ Battleaxe (std; at-will) ⬆ Weapon	
+10 vs. AC; 1d10+5 damage.	
⬇ Watermark (std; at-will) ⬆ Divine, Weapon	
+10 vs. AC; 1d10+5 damage, and one ally within 5 squares of Torrent gains a one-time +2 power bonus on an attack roll against the target until the end of Torrent's next turn.	
⬇ Crashing Wave (std; enc) ⬆ Divine, Weapon	
+10 vs. AC; 1d10+5 damage, and the target is dazed until the end of Torrent's next turn.	
↩ Melora's Tide (minor; enc) ⬆ Divine, Healing	
Ranged 5; targets a bloodied ally or a bloodied Torrent. The target gains regeneration 2 until no longer bloodied or the end of the encounter.	
➤ Healing Word (minor; 2/enc [1/rd]) ⬆ Divine, Healing	
Ranged 5; targets Torrent or one ally; the target spends a healing surge.	
Skills Athletics +8, Heal +10, Religion +7 Str 15 (+3) Dex 10 (+1) Wis 16 (+4) Con 13 (+2) Int 11 (+1) Cha 13 (+2)	

Tactics: Torrent moves to protect spell-casters in case enemies get past front-line defenders. If no enemy is within range, she readies an action and waits with the spellcasters. She provides help with environmental hazards as appropriate, but leaves the bulk of the fighting to the party unless the situation becomes dire.

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Torrent (LEVEL 5)

Torrent	Level 5 Controller (Leader)
Initiative +4; Senses Perception +5 HP 45; Bloodied 22 Healing Surges 8; Surge Value 11 AC 20; Fortitude 18, Reflex 15, Will 20 Speed 5	
⬇ Battleaxe (std; at-will) ⬆ Weapon	
+11 vs. AC; 1d10+5 damage.	
⬇ Watermark (std; at-will) ⬆ Divine, Weapon	
+11 vs. AC; 1d10+5 damage, and one ally within 5 squares of Torrent gains a one-time +2 power bonus on an attack roll against the target until the end of Torrent's next turn.	
⬇ Crashing Wave (std; enc) ⬆ Divine, Weapon	
+11 vs. AC; 1d10+5 damage, and the target is dazed until the end of Torrent's next turn.	
↩ Melora's Tide (minor; enc) ⬆ Divine, Healing	
Ranged 5; targets a bloodied ally or a bloodied Torrent. The target gains regeneration 2 until no longer bloodied or the end of the encounter.	
➤ Healing Word (minor; 2/enc [1/rd]) ⬆ Divine, Healing	
Ranged 5; targets Torrent or one ally; the target spends a healing surge.	
Skills Athletics +8, Heal +10, Religion +7 Str 15 (+3) Dex 10 (+1) Wis 16 (+4) Con 13 (+2) Int 11 (+1) Cha 13 (+2)	

Tactics: Torrent moves to protect spell-casters in case enemies get past front-line defenders. If no enemy is within range, she readies an action and waits with the spellcasters. She provides help with environmental hazards as appropriate, but leaves the bulk of the fighting to the party unless the situation becomes dire.

Torrent saves her *Healing Word* ability for emergencies, such as when the rest of the party has no more healing capability.

