

DUNGEONS & DRAGONS

SULDIN

MALE HUMAN ILLUSIONIST WIZARD (VEILED ALLIANCE) / LEVEL 1 / GOOD

“You... didn’t see that, did you?”

ABILITY SCORES MOD

STR	8	-1
CON	11	+0
DEX	10	+0
INT	20	+5
WIS	10	+0
CHA	14	+2

DEFENSES

AC	15
FORT	11
REF	16
WILL	15

INITIATIVE

+0

SPEED
(in squares)

6

VISION
normal

LANGUAGES
Common, Primordial

SENSES

Passive Insight 15, Passive Perception 10

TRAINED SKILLS

ARCANA	+10
DIPLOMACY	+7
DUNGEONEERING	+5
INSIGHT	+5

HIT POINTS
(Bloodied 10) 21

ACTION POINT

SECOND WIND

HEALING SURGES
value 5

EQUIPMENT

Obsidian daggers (2) Cloth armor
Crystal orb Cloth wraps (spellbook)

OTHER EQUIPMENT

BACKGROUND

The son of a minor noble from Tyr, Suldin lead a privileged but uneventful life until he met a mysterious old friend of his father who saw potential in him. Learning the outlawed arts of magic and respect for the balance of life known as arcane preserving, Suldin was brought into a secret society known as the Veiled Alliance, defenders of the natural order and protectors of the secrets of preservation magic. However, his father uncovered his criminal affiliation and threatened to turn him over to the templars of the city. Suldin is planning to leave Tyr with his bodyguard friend Kindrok and a recent acquaintance from Nibenay named Vinara. He’s hoping that he can make contact with a different Veiled Alliance cell somewhere further afield.

APPEARANCE

Suldin is in his early twenties, and wears his sandy-blonde hair short. He wears a delicately-weaved dark blue cloak given to him by his mother, and under his voluminous robes has wrapped strips of cloth tightly to his body. These strips contain the arcane formulae which comprise his spellbook, making it easy to conceal and portable. He has a pair of obsidian daggers, one at his belt and the other in his right boot, and a smooth crystal orb in a large pouch hanging from his hip.

PERSONALITY TRAITS

Thoughtful, sly, precise

Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires obsidian dagger; +2 vs. AC; 1d4 - 1 damage.

Ranged Basic Attack

Standard / Ranged Weapon / At-Will

Requires obsidian dagger; Ranged 5/10; +3 vs. AC; 1d4 damage.

Ghost Sound

Minor / Ranged 10 / At-Will

Target 1 object or unoccupied square; you cause a sound as quiet as a whisper or as loud as a yelling or fighting creature to emanate from the target. You can produce nonvocal sounds such as the ringing of a sword blow, jingling armor, or scraping stone. If you whisper, you can whisper quietly enough that only creatures adjacent to the target can hear your words.

Light

Minor / Ranged 5 / At-Will

Target 1 object or unoccupied square; you cause the target to shed bright light. The light fills the target's square and all squares within 4 squares of it. The light lasts for 5 minutes. Putting out the light is a free action. **Special:** You can have only one light cantrip active at a time. If you create a new light, your previously cast light winks out.

Nightmare Eruption

Standard / Ranged 10 / At-Will

+7 vs. Will; 1d8 + 7 psychic damage and any enemy adjacent to the target takes 5 psychic damage.

Phantom Bolt

Standard / Ranged 10 / At-Will

+7 vs. Will; 1d8 + 7 psychic damage and you slide the target 1 square.

Winged Horde

Standard / Ranged 10 / At-Will

+7 vs. Will; 1d6 + 7 psychic damage and the target cannot take opportunity actions until the end of your next turn.

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Excise from Sight

Standard / Ranged 10 / Encounter

+7 vs. Will; 1d10 + 7 psychic damage and you or 1 ally becomes invisible to the target until the end of your next turn. **Special:** You can take a minor action when you use this power to enhance it. If you do, slide the target 1 square on a hit.

Grasping Shadows

Standard / Area Burst 1 within 10 / Encounter

Target each creature in burst; +7 vs. Will; 2d8 + 7 psychic damage and the target is slowed until the end of your next turn. **Effect:** The burst creates a zone of writhing shadows that lasts until the end of your next turn. Each creature that enters the zone takes 5 psychic damage and is slowed until the end of its next turn.

Phantom Chasm

Standard / Area Burst 1 within 10 / Daily

Target each creature in burst; +7 vs. Will; 2d6 + 7 psychic damage and the target is knocked prone and immobilized until the end of its next turn. **Miss:** The target is immobilized until the end of your next turn.

Sleep

Standard / Area Burst 2 within 20 / Daily

Target each creature in burst; +7 vs. Will; the target is slowed (save ends). If the target fails its first saving throw against this power, the target becomes unconscious (save ends). **Miss:** The target is slowed (save ends).

OTHER ABILITIES*

Spellbook:

At the beginning of the adventure and after each extended rest, choose either phantom chasm or sleep to prepare.

Orb of Deception:

Once per encounter as a free action, when you miss an enemy

with a wizard illusion power while wielding an orb, you may choose another enemy within 3 squares of the target. The new target must not have been an original target of the attack. Repeat the attack with a +2 bonus to the attack roll.

* Some character options not present on character sheet for brevity.