

# DUNGEONS & DRAGONS

## ENCOUNTERS

### Sly

CHANGELING PSION / LEVEL 2/ Unaligned

*"I'll delve into your deepest memories, and then become them"*

ABILITY SCORE MOD

STR	8	<b>-1</b>
CON	12	<b>+1</b>
DEX	10	<b>+0</b>
INT	18	<b>+0</b>
WIS	12	<b>+1</b>
CHA	18	<b>+4</b>

**SPEED**

6

**INIT**

+1

VISION  
Low light

LANGUAGES  
Common, Primordial

EQUIPMENT

Fine Clothing  
+1 Crystal Orb  
Disguise Kit

Passive Insight 12

Passive Perception 12

HIT POINTS  
(Bloodied 14)

29

Action  
Point

Second  
Wind

HEALING  
SURGES

value  
7

OTHER ABILITIES

### Psionic Augmentation

You possess 2 power points which can be used to augment powers. Each augment lists the number of power points it costs to enhance the power and the effects of augmenting. Every time you take a short or extended rest you regain all of your power points.

### Skills

+1	ACROBATICS
+5	ARCANA
+0	ATHLETICS
+12	<b>BLUFF</b>
+10	<b>DIPLOMACY</b>
+1	DUNGEONEERING
+2	ENDURANCE
+1	HEAL
+10	<b>HISTORY</b>
+8	<b>INSIGHT</b>
+5	INTIMIDATE
+1	NATURE
+1	PERCEPTION
+5	RELIGION
+1	STEALTH
+5	STREETWISE
+1	THIEVERY

**Defenses**

AC 15

FORT 12

REF 15

WILL 18



## Power Points

## Dishearten

Standard / Area Burst 1 within 10/ At-Will

Each creature in burst; +7 vs Will; 1d6+7 psychic damage and the target takes a -2 penalty to attack rolls until the end of your next turn

**Augment 1:** As above and the target cannot take opportunity attacks until the end of your next turn

**Augment 2:** 2d6+7 psychic damage and the target takes a -4 penalty to attack rolls until the end of your next turn

## Mind Thrust

Standard / Ranged 10 / At-Will

+7 vs Will; 1d10+7 psychic damage

**Special:** This attack may be used unaugmented as a ranged basic attack

**Augment 1:** As above and the target takes a -4 penalty to Will until the end of your next turn

**Augment 2:** 2d10+7 psychic damage and the target takes a -4 penalty to all defenses until the end of your next turn

## Distract

Minor / Ranged 10 / Encounter

Effect: The target grants combat advantage to the next person to attack it

## Send Thoughts

Minor / Ranged 5 / Encounter

You send a telepathic message of up to 25 words to the target and it may respond in kind.

## Orb of Life Conversion

Free / Personal/ Encounter

**Trigger:** You use an augmentable power

**Effect:** You lose one healing surge and gain 2 power points which must be used to augment the triggering power

## Changeling Disui

Minor/Personal/At-Will

**Effect:** You alter your physical form to take on the appearance of any Medium humanoid. You retain your statistics in your new form, and your clothing, armor, and possessions do not change. The new form lasts until you change form again. Any creature that attempts to see through your ruse makes an Insight check opposed by your Bluff check, and you gain a +5 bonus to your check.

## Intellect Shield

Immediate Interrupt / Personal/ Encounter

**Trigger:** You are hit by an attack

**Effect:** You gain a +4 bonus to the defense the attack targeted until the end of your next turn

## Evil Eye of the Vistani

Minor / Ranged 10 / Encounter

+8 vs Will; Until the end of your next turn, the target grants combat advantage to you and cannot willingly move closer to you.

## Changeling Trick

Minor / Melee 1/ Encounter

You make a Bluff check opposed by the target's passive Insight. If your check succeeds, you gain combat advantage against the target until the end of your next turn.

## Living Missile

Standard/Ranged 10/Daily

**+6 vs Fortitude:** The target is immobilized (save ends)

**Miss:** The target is slowed(save ends)

**Effect:** As long as the target is slowed or immobilized by this power you once per round you can use a minor action to slide the creature 10 squares and make a secondary attack against one creature it is adjacent to during the slide

**+6 vs Reflex:** 2d6+5 damage and if the secondary target falls prone.

**Effect:** The creature being slid takes half damage and falls prone.

Sly is a controller able to cripple enemies with substantial penalties to attack and defense. She attacks the minds of creatures rather than their bodies, her powers targeting their Will defense. She doesn't have many hitpoints though and her defenses are not very high. She is the safest assaulting her foes from the back lines.

- Her main attacks are her at-will powers Dishearten and Mind Thrust which are both augmentable powers. She starts each combat with 2 powerpoints which can be spent to enhance these powers whenever she uses them. You must choose if you wish to augment a power BEFORE you roll the attack. If you use Mind Thrust you can choose spend 1 power point before rolling to gain the Augment 1 benefit. Augmenting by 1 powerpoint gives the enemy a -4 penalty to its Will defense, setting you up nicely for future attacks.

Augmenting it by 2 power points uses all your power points for an encounter but gives it a -4 penalty to all defenses which sets up your entire party for their attacks this round. You recover all powerpoints every time you take a short or extended rest

- If you run out of power points during combat you can choose to use the Life Conversion power. You lose 1 healing surge but may use the Augment 2 ability of the at-will power you are using. This is a potent offensive ability but remember Sly only gets 7 surges per day. When you run out you will no longer be able to heal easily.

- Evil Eye of the Vistani can be as effective as an immobilize if used correctly. If you place Sly in the middle of the party you can prevent it from approaching anyone at all.Living Missile has a similar effect, as long as it is under the effect, each round you can move it up to 10 squares away from the party. This power can potentially remove a creature from combat for several rounds.