

Sly

CHANGELING PSION / LEVEL 2/ Unaligned

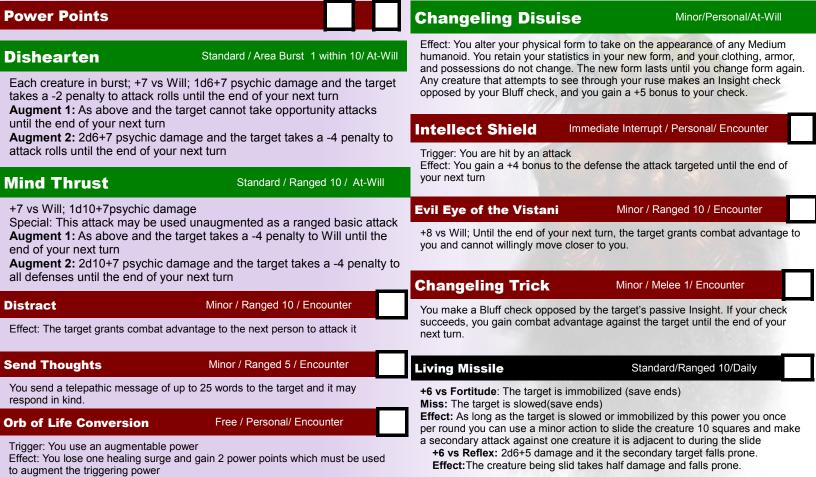
"I'll delve into your deepest memories, and then become them"

SPEED INIT STR 8 -1 6 +1 CON 12 +1 DEX 10 +0 Low light Fine Clothing +1 Crystal Orb 18 INT +0 Disguise Kit Common, Primordial WIS 12 +1 Passive Insight 12 CHA 18 +4 Passive Perception 12 Action Second HIT POINTS 29 **Point** Wind (Bloodied 14) **HEALING** value **7** SURGES 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.





Sly the Psion:Complexity: 4

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 <u>Dishearten</u> and <u>Mind Thrust</u> 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 <u>BEFORE</u> you roll the attack. If you use <u>Mind Thrust</u> 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 your run out of power points during combat you can choose to use the <u>Life Conversion</u> 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.