

CHARACTER NAME
Sly

PLAYER NAME

RACE Changeling CLASS Psion LEVEL 2

	SCORE	ABILITY	MOD
HP	28	STR	-1
Spd	6	DEX	+0
Init	+1	INT	+4
		WIS	+1
		CHA	+4

AC 15 **Fort** 12 **Ref** 15 **Will** 18

19 Passive Insight **12** Passive Perception

PLAY DATA DUNGEONS & DRAGONS

Second Wind

KEYWORDS

Standard ☐ ☐ ☐ Personal ☐

ACTION ☐ ☐ ☐ **RANGE**

☐ AT-WILL ☒ ENCOUNTER ☐ DAILY

Effect: You spend a healing surge and regain 7 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Opportunity Attack

KEYWORDS

Opportunity ☐ ☐ ☐ Melee 1

ACTION ☐ ☐ ☐ **RANGE**

vs The triggering enemy

ATTACK **DEFENSE** **TARGET**

Trigger: An enemy that you can see either leaves a square adjacent to you or uses a ranged or an area power while adjacent to you.
Effect: You make a melee basic attack against the target.

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Skills

1	Acrobatics	DEX
5	Arcana	INT
0	Athletics	STR
12	Bluff	CHA (Trained)
10	Diplomacy	CHA (Trained)
2	Dungeoneering	WIS
2	Endurance	CON
2	Heal	WIS
10	History	INT (Trained)
9	Insight	WIS (Trained)
5	Intimidate	CHA
2	Nature	WIS
2	Perception	WIS
5	Religion	INT
1	Stealth	DEX
5	Streetwise	CHA
1	Thievery	DEX

ADDITIONAL EFFECTS

PLAY DATA DUNGEONS & DRAGONS

Bull Rush Attack

KEYWORDS

Standard ☐ ☐ ☐ Melee 1

ACTION ☐ ☐ ☐ **RANGE**

0 **vs** **Fort** One creature

ATTACK **DEFENSE** **TARGET**

Attack: Strength vs. Fortitude
Hit: You can push the target 1 square and then shift 1 square into the space it left.

Unarmed: +0 attack

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Changeling Disguise

KEYWORDS Polymorph

Minor ☐ ☐ ☐ Personal ☐

ACTION ☐ ☐ ☐ **RANGE**

vs

ATTACK **DEFENSE** **TARGET**

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.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK EPG

AT-WILL POWER DUNGEONS & DRAGONS

Action Point

ADDITIONAL EFFECTS

Effect: Gain a standard action this turn.
Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Grab Attack

KEYWORDS

Standard ☐ ☐ ☐ Melee touch

ACTION ☐ ☐ ☐ **RANGE**

0 **vs** **Reflex** One creature that is no more than

ATTACK **DEFENSE** **TARGET**

Requirement: You must have a hand free.
Attack: Strength vs. Reflex
Hit: You grab the target until the end of your next turn. You can end the grab as a free action.
Sustain Minor: The grab persists until the end of your next turn.

Unarmed: +0 attack

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Dishearten (Augment 0)

KEYWORDS Augmentable, Implement, Psionic, Psychic

Standard ☐ ☐ ☐ 10 Area burst 1 within 10 squares

ACTION ☐ ☐ ☐ **RANGE**

6 **vs** **Will** Each creature in burst

ATTACK **DEFENSE** **TARGET**

Attack: Intelligence vs. Will
Hit: 1d6 + Intelligence modifier (+4) psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Orb of Life Conversion +1: +6 attack, 1d6+5 damage
Unarmed: +5 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS Psion LEVEL 1 BOOK PH3

AT-WILL POWER DUNGEONS & DRAGONS

Dishearten (Augment 1)

KEYWORDS

Augmentable, Implement, Psionic, Psychic

USED

Standard

10

Area burst 1 within 10 squares

ACTION

1

RANGE

6

vs

Will

Each creature in burst

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Will
Hit: 1d6 + Intelligence modifier (+4) psychic damage, and the target takes a –2 penalty to attack rolls until the end of your next turn, and the target cannot make opportunity attacks until the end of your next turn.

Orb of Life Conversion +1: +6 attack, 1d6+5 damage
Unarmed: +5 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS

Psion

LEVEL

1

BOOK

PH3

AT-WILL POWER

DUNGEONS & DRAGONS

Dishearten (Augment 2)

KEYWORDS

Augmentable, Implement, Psionic, Psychic

USED

Standard

10

Area burst 1 within 10 squares

ACTION

1

RANGE

6

vs

Will

Each creature in burst

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Will
Hit: 2d6 + Intelligence modifier (+4) psychic damage, and the target takes a penalty to attack rolls equal to your Charisma modifier (+4) until the end of your next turn.

Orb of Life Conversion +1: +6 attack, 2d6+5 damage
Unarmed: +5 attack, 2d6+4 damage

ADDITIONAL EFFECTS

CLASS

Psion

LEVEL

1

BOOK

PH3

AT-WILL POWER

DUNGEONS & DRAGONS

Mind Thrust (Augment 0)

KEYWORDS

Augmentable, Implement, Psionic, Psychic

USED

Standard

10

Ranged 10

ACTION

RANGE

6

vs

Will

One creature

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Will
Hit: 1d10 + Intelligence modifier (+4) psychic damage.
Special: You can use this power unaugmented as a ranged basic attack.

Orb of Life Conversion +1: +6 attack, 1d10+5 damage
Unarmed: +5 attack, 1d10+4 damage

ADDITIONAL EFFECTS

CLASS

Psion

LEVEL

1

BOOK

PH3

AT-WILL POWER

DUNGEONS & DRAGONS

Mind Thrust (Augment 1)

KEYWORDS

Augmentable, Implement, Psionic, Psychic

USED

Standard

10

Ranged 10

ACTION

RANGE

6

vs

Will

One creature

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Will
Hit: 1d10 + Intelligence modifier (+4) psychic damage, and the target takes a penalty to Will equal to your Charisma modifier (+4) until the end of your next turn.
Special: You can use this power unaugmented as a ranged basic attack.

Orb of Life Conversion +1: +6 attack, 1d10+5 damage
Unarmed: +5 attack, 1d10+4 damage

ADDITIONAL EFFECTS

CLASS

Psion

LEVEL

1

BOOK

PH3

AT-WILL POWER

DUNGEONS & DRAGONS

Mind Thrust (Augment 2)

KEYWORDS

Augmentable, Implement, Psionic, Psychic

USED

Standard

10

Ranged 10

ACTION

RANGE

6

vs

Will

One creature

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Will
Hit: 2d10 + Intelligence modifier (+4) psychic damage, and the target takes a penalty to all defenses equal to your Charisma modifier (+4) until the end of your next turn.
Special: You can use this power unaugmented as a ranged basic attack.

Orb of Life Conversion +1: +6 attack, 2d10+5 damage
Unarmed: +5 attack, 2d10+4 damage

ADDITIONAL EFFECTS

CLASS

Psion

LEVEL

1

BOOK

PH3

AT-WILL POWER

DUNGEONS & DRAGONS

Changeling Trick

KEYWORDS

USED

Minor

*

Melee 1

ACTION

RANGE

vs

One creature

ATTACK

DEFENSE

TARGET

Effect: 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.

ADDITIONAL EFFECTS

CLASS

Racial Power

LEVEL

*

BOOK

EPG

ENCOUNTER POWER

DUNGEONS & DRAGONS

Distract

KEYWORDS

Psionic

USED

Minor

10

Ranged 10

ACTION

RANGE

vs

One creature

ATTACK

DEFENSE

TARGET

Effect: The target grants combat advantage to the next creature that attacks it before the end of your next turn.

ADDITIONAL EFFECTS

CLASS

Psion

LEVEL

BOOK

PH3

ENCOUNTER POWER

DUNGEONS & DRAGONS

Send Thoughts

KEYWORDS

Psionic

USED

Free

20

Ranged 20

ACTION

RANGE

vs

One creature that shares a language

ATTACK

DEFENSE

TARGET

Effect: You send a mental message of 25 words or fewer to the target. The target can respond in kind as a free action.

ADDITIONAL EFFECTS

CLASS

Psion

LEVEL

BOOK

PH3

ENCOUNTER POWER

DUNGEONS & DRAGONS

Evil Eye of the Vistani

KEYWORDS

Charm

USED

Minor

10

Ranged 10

ACTION

RANGE

8

vs

Will

One creature

ATTACK

DEFENSE

TARGET

Attack: Intelligence, Wisdom, or Charisma + 3 vs. Will

Level 11: Intelligence, Wisdom, or Charisma + 6 vs. Will
Level 21: Intelligence, Wisdom, or Charisma + 9 vs. Will
Hit: Until the end of your next turn, the target grants combat advantage to you and cannot willingly move closer to you.

Unarmed: +8 attack

ADDITIONAL EFFECTS

CLASS

LEVEL

*

BOOK

Dragon 380

ENCOUNTER POWER

DUNGEONS & DRAGONS

Master's Eye

KEYWORDSShadow

USED

Minor

Personal

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: If you make an attack this turn and hit with your first attack roll, the creature you hit takes 1d8 extra damage from that attack, and you gain 5 temporary hit points.

If the attack roll misses, or if you do not attack this turn, you grant combat advantage and are deafened until the end of your next turn.

Level 11: 10 temporary hit points.

Level 21: 15 temporary hit points.

ADDITIONAL EFFECTS

CLASSCultist

LEVEL

BOOKTBOVD

ENCOUNTER POWERDUNGEONS & DRAGONS

Living Missile

KEYWORDSImplement, Psionic

USED

Standard

10

Ranged 10

ACTION

RANGE

6

vs

Fort

ATTACK

DEFENSE

TARGET

Primary Attack: Intelligence vs. Fortitude

Hit: The target is immobilized (save ends).

Miss: The target is slowed (save ends).

Effect: While the target is immobilized or slowed by this power, you can use the Living Missile Attack power once per round.

Orb of Life Conversion +1: +6 attack

Unarmed: +5 attack

ADDITIONAL EFFECTS

CLASSPsion

LEVEL1

BOOKPP

DAILY POWERDUNGEONS & DRAGONS

Living Missile Attack

KEYWORDSImplement, Psionic

USED

Minor

10

Ranged 10

ACTION

RANGE

6

vs

Reflex

ATTACK

DEFENSE

TARGET

Requirement: The power Living Missile must be active in order to use this power. This power may be used once per round.

Effect: Before the secondary attack, you slide the primary target 10 squares.

Secondary Target: One creature adjacent to the primary target at any point during the slide

Secondary Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier (+4) damage, and the secondary target falls prone. The primary target takes half damage and falls prone.

Miss: Half damage, and the primary target falls prone.

Orb of Life Conversion +1: +6 attack, 2d6+5 damage

Unarmed: +5 attack, 2d6+4 damage

ADDITIONAL EFFECTS

CLASSPsion

LEVEL

BOOKPP

DAILY POWERDUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Standard

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect: Spend a healing surge and gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL*

BOOKPH

UTILITY POWERDUNGEONS & DRAGONS

Intellect Fortress

KEYWORDSPsionic

USED

Imm Interr

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Trigger: You are hit by an attack

Effect: Choose a defense. Until the end of your next turn, you gain a power bonus to that defense equal to your Charisma modifier (+4).

ADDITIONAL EFFECTS

CLASSPsion

LEVEL2

BOOKPH3

UTILITY POWERDUNGEONS & DRAGONS

Orb of Life Conversion +1

DAMAGE

PROFICIENT

GROUP

RANGE

+1 attack rolls and damage rolls

5

+1d8 necrotic damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

AT-WILL

ENCOUNTER

DAILY

POWER

Rarity: Uncommon

Power (Encounter): Free Action. Trigger: You use a psionic power through this orb. Effect: You lose a healing surge instead of spending power points to augment the power. The augmentation can cost no more than 2 power points.

ITEM SLOTOff-hand

WEIGHT0

PRICE1000

BOOKPH3

MAGIC WEAPONDUNGEONS & DRAGONS