

MALTHUS

Deva Skyseer

ABILITIES
 STR 8 (+6)
 CON 10 (+7)
 DEX 12 (+8)
 INT 16 (+10)
 WIS 24 (+14)
 CHA 14 (+9)

76 **HIT POINTS**

SURGES 6
SPEED 6
INITIATIVE +8

29

ARMOR CLASS


24

FORT

27

REF

31

WILL

Skills

Diplomacy +14
 History +15
 Religion +15

COMBAT

Melee Basic: Unarmed +18 (1d6+6) Other adjacent foe takes 4 radiant.
Ranged Basic: Sun Strike +18 vs Ref (1d8+9) Ranged 10.

At-Will

- **Sun Strike.** *Atk:* Ranged 10 (1 creature) +18 vs Ref. *Hit:* 1d8+11 radiant damage and slide target one square.
- **Hand of Radiance.** *Atk:* Ranged 10 (up to 3 creatures) +18 vs ref. *Hit:* 1d4+9 radiant damage.
- **Perfect Recall.** History instead of Int check to remember facts. If a history or religion check is called for, roll twice and take the highest result.
- **Insightful comment.** Grant ally +5 bonus to hit.

Deva Traits

You get a +2 bonus on death saving throws. By calling upon a memory from a past life, once per encounter you can add +1d6 to any d20 roll you make.

If you die, eight hours later your body dissolves and you reincarnate, fully grown but with jumbled memories, somewhere within three miles. (You hope you never reincarnate while at sea.)

Encounter

- **Demand Justice.** *Trigger:* A creature within 10 squares of you makes a saving throw. *Effect:* Reroll the saving throw and must use the new result.
- **Look Skyward.** : One ally in burst chooses an attack power they know, rolls a d20 and marks the result. The next time the ally would make an attack roll for the power during this encounter they must instead use the rolled result. Minor action.
- **Rebuke Undead.** *Atk:* Close blast 5 (all undead) +18 vs Will. *Hit:* 2d10+11. *Effects:* Push the target 2 and it is dazed until the end of your next turn.
- **Preserver's Rebuke.** *Atk:* *Trigger:* An enemy within 10 hits and ally. *Effects:* Gain a bonus to the next attack against the triggering enemy equal to your Intelligence modifier (+3).
- **Unfinished Business.** *Effect:* Choose a creature that was killed or destroyed this encounter, is still at 0 or fewer hit points and died within three miles of your current location. The creature attacks with one of its at-will attacks as if it were alive and standing in a space within close burst 10. You choose the power it uses and make any decisions for the power and the creature gains a +2 bonus to attack and deals full damage to insubstantial targets.



Background

In your current incarnation you are thirty years old. That's thirty years of study and travel. You spent a lot of time in Danor, where you first reincarnated. You inherited a lot of wealth from your previous incarnation, but determined not to follow the same dangerous path. Instead you followed a quiet life pursuing interests as diverse as malt-making, brewing, the law and astronomy. About twenty years ago you began to look into your prior incarnations, and travel to places where you could learn more about them. In doing so, you discovered the ability to scourge foes with radiant power, make powerful unarmed attacks and speak with the dead. While investigating a druidic incarnation in Elfaivar, you took an interest in the practices of Risuri Skyseers and found you had a knack for making strangely accurate prophecies. Some time later, following your return to Danor, you received a vision of a terrible tragedy that would afflict an obscure town in Risur. Risur is an ancient foe of Danor, and it would be difficult to arrange for a warning to be sent and/or heeded. So you approached the contacts of one of your previous incarnations who have influence throughout the Danoran government, and they arranged for a diplomatic mission to warn the Risuri. It was not intended that you come along on the mission, but you insisted, for reasons of your own. The name of the sleepy town is Flint.

Suggested Starting Interactions

Fairly reserved to begin with. Let Amielle do the talking. Later it should become apparent that you have a rebarbative relationship with Amielle Latimer, who did not want you to accompany her on this mission. She only agreed on the condition that you let her take the lead. She does not know that you have combat abilities. You are fascinated by Risuri culture, as you have not experienced it first hand. Mayor Stanfield is of particular interest to you, for obvious reasons and you should try to learn what you can about deva reincarnation from him. You might like to tell Tomas Masaryk that one of your earliest incarnations was a clergy godhand.

Character Goal

Find out more about Cauldron Hill. You have a faint foreboding that you might die on the hill. But you also know that your death would serve a larger purpose. If you are struck down, you shall become more powerful than you can possibly imagine! (NB: This does not mean you have to try to get killed, but you feel oddly relaxed about the prospect.)

