

CEPTU

Brilliant social engineers who enforce their utopia on all others

Racial Traits

Average Height: 4'7" - 5'

Average Weight: 102 – 114 lbs

Ability Scores: +2 Intelligence, +2 Wisdom or +2 Charisma

Size: Medium

Speed: 5 Squares, Swim 5 Squares

Vision: All-Around Vision

Languages: Ceptu

Skill Bonuses: +2 Diplomacy, +2 Insight

Telepathy 5: You can communicate with any other creature that has a language and is within line of sight and within 5 squares of you; this allows for two-way communication.

All-Around Vision: Creatures flanking a ceptu do not gain combat advantage against it.

Telekinetic Hover: Ceptu move themselves via telekinesis, pushing themselves off the ground. They can only push themselves about four to five feet off of the ground, naturally. This is identical to normal walking in most ways, except that they do not sink into water when using it. This gives them their speed of 5 squares. However, they cannot use this ability when unconscious.

Telekinetic Wielding: Ceptu use items by manipulating them with their minds, rather than with muscular power. A ceptu's Strength score is a measure of how much telekinetic force they can channel through their environment, while a ceptu's Dexterity score is a measure of how agilely they can use their telekinesis. For basic melee attacks, a ceptu can use Intelligence instead of Strength. For basic ranged attacks, a ceptu can use Charisma instead of Dexterity. For additional effects, the ceptu must invest in racial feats. They can use all items normally, though visually, they are actually manipulating these items with telekinetic force, rather than limbs.

Aquatic Rest: In order to benefit from an extended rest, the ceptu must be suspended in a liquid (preferably, seawater), or in a special item called a *ceptu sling*, which is something like a circular hammock on a frame.

Ceptu Sting: Ceptu can use the *Ceptu Sting* encounter power.



Ceptu Sting

Ceptu Racial Power

You lash out with your tentacles to all nearby

Encounter ♦ Acid

Standard Action

Close Burst 1

Targets: All creatures within the burst

Attack: Dexterity +2 vs. Reflex

Hit: 1d6 + Dexterity modifier acid damage.

Increases to +4 bonus and 2d6 + Dexterity modifier damage at 11th level, and to +6 bonus and 3d6 + Dexterity modifier damage at 21st level.

Ceptu Racial Feats

Telekinetic Skill [Ceptu]

Heroic Tier

Prerequisite: Ceptu

Benefit: You can use Intelligence in place of Strength for your Athletics checks, and Charisma in place of Dexterity for your Acrobatics checks.

Telekinetic Warrior [Ceptu]

Heroic Tier

Prerequisite: Ceptu, any Martial class

Benefit: Whenever one of your martial exploits references Strength, you may substitute Intelligence.

Telekinetic Support [Ceptu]

Heroic Tier

Prerequisite: Ceptu

Benefit: When you take falling damage, it is lessened by 1d10 (as if you had fallen 10 feet less)

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Heroic Tier

Prerequisite: Ceptu

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Telekinetic Flight [Ceptu]

Paragon Tier

Prerequisite: Ceptu

Benefit: You are considered flying whenever you move (with a fly speed equal to your movement), and hovering when still.

Mind Flight [Ceptu]

Paragon Tier

Prerequisite: Ceptu

Benefit: Your Fly speed increases by 2.