

Phye

Human Ardent (Enlightened, Leader) – Noble Adept

Level 3 XP 2,250 (Next Level at 3,750)

Abilities			Defenses	Movement
10	Str	+1	Fortitude	Initiative
12	Con	+2	14	+6
12	Dex	+2	Reflex	Speed
8	Int	+0	13	5
16	Wis	+4	Will	Special Movement
18	Cha	+5	17	
			AC	Action Points
			17	

Condition

HP	Bloodied	Surge Value	Surges per Day
39	19	9	8
Current HP			Surges Used

Temp HP

Current Conditions & Effects

Saving Throws

Resistances

Senses

Passive	Passive	Vision	Languages
Insight	Perception	Normal	Common
19	14		Elven

Special Senses

Power Points

5

Racial Traits

Bonus At-Will Power: You know one extra 1st-level at-will attack power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Bonus Skill: You gain training in one additional skill from your class skill list.

Human Defense Bonus: +1 to Fortitude, Reflex, and Will defenses.

Class Features

Armor Proficiencies: cloth, leather, hide, chainmail

Weapon Proficiencies: simple melee, military melee, simple ranged

Mantle of Clarity: You and each ally within 5 squares of you gain a +3 bonus to all defenses against opportunity attacks. In addition, each ally within 5 squares of you gains a +2 bonus to Insight checks and Perception checks. (If a character is in the radius of more than one Mantle of Clarity, the bonuses are not cumulative. Only the highest ones apply to him or her.) You also gain the *Ardent Alacrity* power.

Ardent Surge: You gain the *Ardent Surge* power.

Psionic Augmentation: You start with 2 power points. You can use your power points to augment any augmentable power you have, regardless of how you gained the power.

Player:

RPGA/DCI Number:

DM:



Skills

Acrobatics	+1
Arcana	+0
Athletics	+5
Bluff	+5
Diplomacy	+10
Dungeoneering	+4
Endurance	+1
Heal	+5
History	+0
Insight	+9
Intimidate	+5
Nature	+4
Perception	+4
Religion	+4
Stealth	+1
Streetwise	+10
Thievery	+1

Action Index

Move:

Dimension Swap

Minor:

Ardent Surge

Standard:

Distracting Strike

Energizing Strike

Focusing Strike

Implanted Suggestion

Psionic Shield

Immediate:

Free:

Adept's Insight

Ardent Alacrity

Feats

Improved Initiative: You get a +4 feat bonus to initiative checks.

Mantle of Readiness: During surprise rounds and the first non-surprise round of any encounter, you and each ally who starts his or her turn within the radius of your Ardent Mantle gain a +2 bonus to speed.

Toughness: When you take this feat, you gain additional hit points. You gain an additional 5 hit points at each tier of play (at 1st, 11th, and 21st level).

Gear

Armor:

chitin chainmail
(+6;-1;-1;heavy)

Weapons:

iron longspear
(+2;1d10;-
;polearm,spear;reach,two-
handed)

Implements:

Other:

Magic Items:

Treasure:

Phye

Player:

Appearance & Mannerisms

Size	Sex	Height	Weight	Age
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Medium	Female			
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Alignment	Deity
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Good	
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Notes

Phye is small, but very toughly built, especially for a noble. Her fiery red hair is naturally alluring, and since she has left her noble house, she has gotten several tattoos that cover her arms and back. She has a high tolerance for pain.

Campaign & Session Log

Personality

Social Interactions

Strong-willed

Decision Points

Self-confident

Dire Straights

Passionate

Background

Phye never intended to become an adventurer. Yet she was not content living as the daughter of a petty noble either. When her brother, Barqan, disappeared unexpectedly, she convinced her father to let her search for him. She was trained in the art of combat after all. And it didn't take her long to uncover his trail. He isn't one to carefully cover his tracks. Once she found him, she and Barqan decided to journey together and see what the winds bring.

Companions and Allies

Player:

Basic Attacks

⬇ Longspear (standard; at-will) – Weapon

You resort to the simple attack you learned when you first picked up a melee weapon.

Melee 2 (one creature): +4 vs. AC

Hit: 1d10 +1 damage.

At-Will

⬇ Distracting Strike (standard; at-will) – Augmentable, Psionic, Weapon

With a savage strike, you wrench your enemy's attention from an ally.

Melee 2 (one creature): +8 vs. AC

Hit: 1d10 + 5 damage, and either you or an ally adjacent to the target marks it until the end of your next turn.

Augment 1 Effect: The marked condition ends on allies adjacent to you, who can each shift 1 square as a free action.

Augment 2: Range becomes close burst 1 and target becomes each enemy in burst.

⬇ Energizing Strike (standard; at-will) – Augmentable, Healing, Psionic, Weapon

The energy and emotion you put into your attack flows into your ally.

Melee 2 (one creature): +8 vs. AC

Hit: 1d10 + 5 damage, and one ally within 5 squares of you gains 5 temporary hit points.

Augment 1 Hit: 1d10 + 5 damage, and one dying ally within 5 squares of you regains 4 hit points.

Augment 2 Hit: 2d10 + 5 damage, and you or one ally within 5 squares of you can spend a healing surge.

⬇ Focusing Strike (standard; at-will) – Augmentable, Psionic, Weapon

You attack your foe with calm and clarity of mind, extending that clarity to give a nearby ally a chance to clear a lingering effect.

Melee 2 (one creature) +8 vs. AC

Hit: 1d10 + 5 damage, and you or one ally within 5 squares of you can make a saving throw.

Augment 1 Hit: As unaugmented, and if the saving throw is against a charm or a fear effect, it gains a +3 power bonus.

Augment 2 Hit: 2d10 + 5 damage, and you and each ally within 5 squares of you can make a saving throw.

⬇ Psionic Shield (standard; at-will) – Augmentable, Psionic, Weapon

As you strike your foe, you motivate a nearby ally with a calm determination to defend himself or herself.

Melee 2 (one creature): +8 vs. AC

Hit: 1d10 + 5 damage, and one ally within 5 squares of you gains a +1 power bonus to all defenses until the end of your next turn.

Augment 1 Hit: 1d10 + 5 damage, and one ally within 5 squares of you gains a +3 power bonus to Will until the end of your next turn.

Augment 2 Hit: 2d10 + 5 damage, and each ally within 5 squares of you gains a +2 power bonus to all defenses until the end of your next turn.

Encounter

⬅ Adept's Insight (free action; encounter) – Psionic

With a mental focus, you enhance the undeniability of your actions.

Trigger: You or an ally in burst makes an attack roll, saving throw, or skill check.

Close Burst 5 (triggering ally in burst or you if you triggered the power)

Effect: You add 1 to the triggering roll.

Augment 1 Effect: You instead add 1d4 + 1 to the triggering roll.

⬅ Ardent Alacrity (no action; encounter) – Psionic

As you take a hit, your emotional energy inspires your allies.

Trigger: You are bloodied by an attack.

Close Burst 5 (each ally in burst)

Effect: Each target can use a free action either to shift 1 square or to move half his or her speed.

⬅ Ardent Surge (minor; encounter) – Healing, Psionic

You send a surge of powerful emotion that revives a faltering ally.

Special: You can use this power twice per encounter, but only once per round.

Close Burst 5 (you or one ally)

Effect: The target can spend a healing surge and regain 1d6 additional hit points.

Daily

⬇ Implanted Suggestion (standard; daily) – Charm, Psionic, Weapon

You compel your enemy to open itself to attack.

Melee 2 (one creature) +8 vs. Will

Hit: 2d10 + 5 damage, and the target is dazed (save ends).

Miss: Half damage.

Effect: The target is affected by your suggestion (save ends).

Until the suggestion ends, whenever the target makes an attack, one ally adjacent to the target can make a melee basic attack against it as a free action after the target's attack is resolved.

Utility

⬅ Dimension Swap (move; encounter) – Psionic, Teleportation

You fold the space between yourself and an ally so that you can switch positions.

Close Burst 5 (one ally in burst)

Effect: You teleport yourself and the target, swapping positions.

Phye

Player:

Magic Items

Rituals